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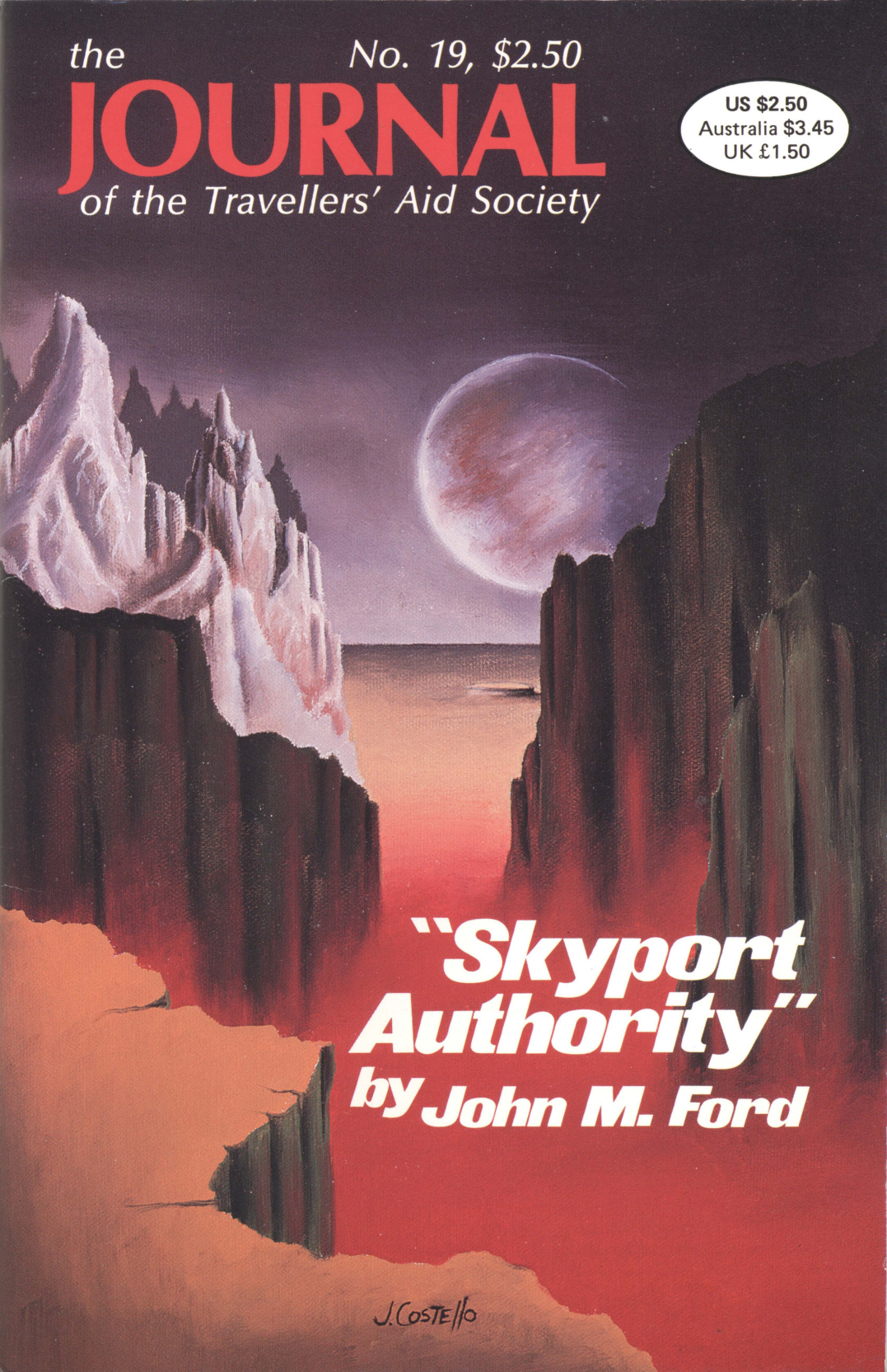

"Skyport Authority"

by John M. Ford

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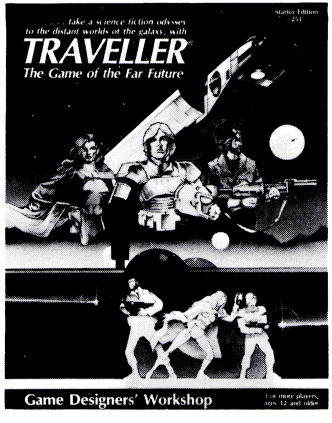

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The *Journal of the Travellers' Aid Society* is Game Designers' Workshop's registered trademark for its science fiction gaming magazine devoted to **Traveller.**

Traveller is Game Designers' Workshop's registered trademark for its role-playing game of science fiction adventure set in the far future.

Dates in this issue of the *Journal* are given in accordance to an arbitrary Imperial calendar of 365 days. The date consists of a three-digit day number (the current day of the year) a dash, and a four digit number (showing the current year since the founding of the Imperium).

The date of this issue is **060-1110,** or the 60th day of the 1110th year of the Imperium.

The *Journal of the Travellers' Aid Society* is a science fiction magazine devoted to **Traveller,** GDW's role-playing game set in the far future.

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WINNER — H. G. WELLS AWARD: BEST MAGAZINE COVERING ROLE-PLAYING, 1979, 1980, 1981

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Submissions: We welcome articles and illustrations for the **Journal.** Please inquire before submitting manuscripts, enclosing a stamped, self-addressed envelope; we will send manuscript guideline and format sheets.

From the Management

Now and again, some of us at GDW attend one or two of the smaller gaming conventions in Illinois. As we attend these conventions, we are (naturally) asked questions by **Traveller** fans. Some of these relate to specific game rules, some to design philosophy, and some to the hobby of gaming in general. I thought that the readers of the *Journal* might be interested in some of the more common ones. I won't deal with the rules questions, or the questions on background data that are asked at the seminars. Instead I'll talk about some of the most commonly asked questions of the individuals that approach me at various times during the con, or of the small, impromptu Q&A sessions that get held in hallways and around dinner tables.

At some point in practically every discussion, I am asked if I play or referee **Traveller**. The answer is not recently. I simply do not have the free-time that I care to devote to the game (unlike you, **Traveller** is my job . . . I do not care to devote my free time to it as well). I played quite a bit when the game was being designed, and now and again I become involved in a short campaign run by friends. For a while, I ran a campaign myself, and every now and then I have plans of reviving it. However, these plans usually come to naught. For a while, I toyed with the idea of running a play-by-mail campaign, but this was stillborn due to lack of time. At conventions, when I finish with this question, I am usually invited to play in someone's pick-up **Traveller** game. I almost never do, because at conventions I am either too busy, too tired, or both.

Another commonly asked question is something to the effect of what's it like to be a game designer? There's no real easy way to answer this one. It has its moments. I've always been a rather insecure person, and to be greeted by perfect strangers, asked for your autograph, and told that your work is wonderful is a great feeling (SF writers call this *egoboo,* short for ego boost). Like most people, I like being praised, although notoriety can have its drawbacks. Even the nice, well-mannered fans can be overwhelming after a while (and most fans are like that . . . abusive, ill-behaved louts are extremely rare). It gets tiring to answer the same question dozens of times (it may be new to you, but I've probably heard it before), to listen to hundreds of suggestions ("why don't you do a supplement on all the different kinds of footgear in the Imperium?", or "why don't you put the **Traveller** book on microfilm?"). I'm only mobbed part of the time, but people like Marc Miller and Frank Chadwick seldom have a moment to themselves at conventions. The bottom line is this: part of our job is to stay in contact with the people who buy our products. How else can we find out what you want? We put up with the silly questions and the other stuff because once in a while a question or suggestion will help us to make our products better.

Another group of questions that is very popular is "How did **Traveller** get started?". Usually what the questioner wants to know is where did the idea for the game come from, and how long did it take to design the game. This was followed up recently by the question "Did you plan on it being the success it is?". **Traveller** has its roots back in 1972 when

the people who were to form GDW were members of the Illinois State University Strategic Games Club. We did a number of home-made games (some of which later saw print) which we played and enjoyed. Several of us were into science fiction, and naturally we did some SF games (one of which, *Triplanetary,* became a classic when we printed it a year or so later). As a side note, we also did a fantasy game, which required players to venture into a maze of underground caverns in search of the Book of the Dead but we never followed up on the idea (great gnashing of teeth here!).

After GDW was formed, we worked on a number of other SF games of which Imperium finally saw print. In 1974 we published our first role-playing game, *En Garde!.* A little while thereafter, we noticed that RPG's sold quite well, and decided that we needed more. Marc proposed a science fiction RPG, and outlined what was to become **Traveller**. It rapidly became apparant that **Traveller** had real potential. Although Marc did most of the hard work, Frank Chadwick, John Harshman and myself all contributed to the design. Since we all asked for comments and suggestions from each other at every stage, it really is hard to tell who actually designed what. Frank Chadwick laid out the starship construction and trade & commerce rules. John Harshman and I worked out the animal rules. Marc wrote up the final version. He finished it the summer *Star Wars* was released, and we published it shortly thereafter. The rest is history. Did we intend for it to become the number one SF-RPG? Well, since we were the first, we started out that way. We certainly thought that it had a great deal of sales potential, and nobody here was really surprised when it and its supplementary material became our best sellers (although we were all VERY happy).

Last issue's feedback results are as follows:

AZ: Chariots of Fire	3.10
AZ: Without a Trace	3.70
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Neocon III

March 23-25, 1984, Akron, Ohio. For information, write the Neocon Commitee, PO Box 7411, Akron, OH 44306.

Gamefair IX

March 30-April 1, 1984, East Peoria Illinois. Science fiction and fantasy RPGs, board games, miniatures, dealers area. For more information, write Rick Graves, RR4, Metamora, IL 61548.

Marcon XIX

May 18-20, 1984, Columbus, Ohio. Science Fiction convention, with gaming events. Central Ohio's oldest SF convention. For more information, contact MARCON XIX, PO Box 14078, Columbus, OH, 43214.

Falcon II

April 7-8, USAFA, Colorado. A role-playing and wargaming convention, held by the Cadet Military Science Club of the US Air Force Academy. For further information contact Carl H. Bruning, Cadet, USAF, President/Cadet Military Science Club, PO Box 2022, USAFA, Co 80841.

MINIATURES

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Manufacturer: Grenadier Models, Inc., PO Box 305, Springfield, PA 19064.

TRAVELLER NEWS SERVICE

RHYLANOR/RHYLANOR (0306-A434934-F) **Date: 310-1109**

¶ Rumors continue to circulate concerning a major assault by Imperial forces in the near future. No single objective is noted in any of these rumors, and official sources refuse to comment on any of the rumors, but experts believe an attempted relief of Jewell is in the offing. Ω

RHYLANOR/RHYLANOR (0306-A434934-F) **Date: 312-1109**

¶ The battles for Rhylanor are over. In an official press release dated today, the Imperial Navy announced that enemy action in-system had ceased, with the exception of minor engagements in the outer fringes.

¶ "Mopping-up of these forces is proceeding apace" one official stated off the record. Ω

RHYLANOR/RHYLANOR (0306-A434934-F) **Date: 348-1109**

¶ A major Zhodani naval force was badly mauled in the attempt to retake the Calit system (which was liberated by Imperial forces earlier this year). Enemy forces were "dealt a severe blow" in the words of one officer. Imperial and colonial forces in the Calit system were evidently heavily reinforced after the battle to retake the system.

¶ No information is available concerning the battle or any casualties among the forces involved. Ω

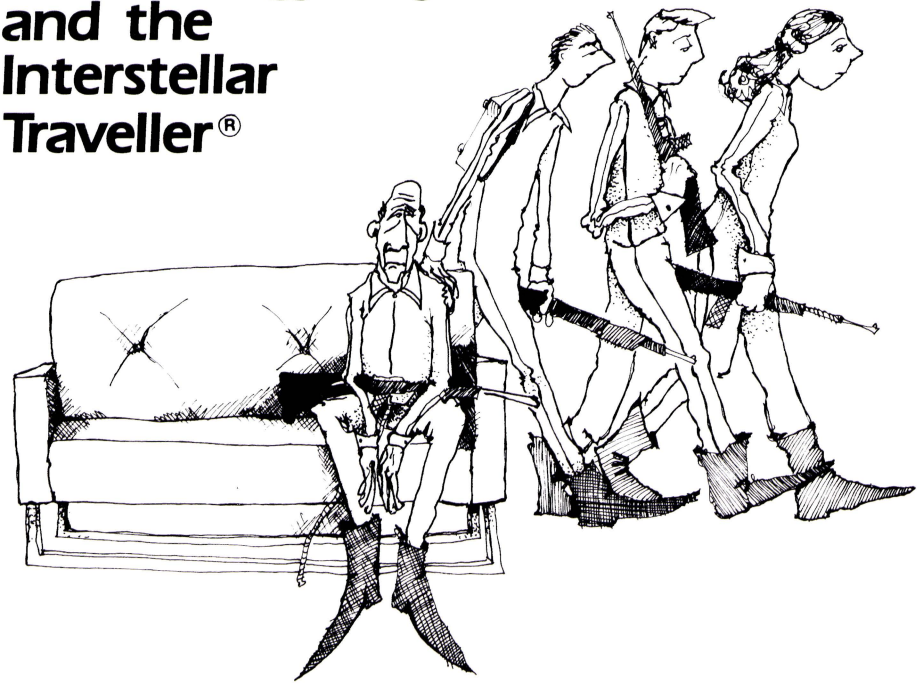
ARDEN/VILLIS (0201-C5549CB-8) **Date: 004-1110**

¶ A short and bloodless coup on Arden has replaced the local pro-Zhodani government with a pro-Imperial coalition representing commercial interests both on and off-world. Unofficial sources indicate that the coup was because of the war's detrimental effects on trade in the region.

¶ No further information is available at this time. Ω

Traveller News Service is another Imperium-wide benefit of membership in the Travellers' Aid Society.

Gerontology, Rejuvenation and the Interstellar Traveller®



One aspect of the future that is of interest to some **Traveller** players is the effect of aging on the player character. Of course, the game has tables indicating the loss of physical attributes due to aging, retirement plans for mustering out, rules which attempt to account for the time dilation effects produced by FTL (faster-than-light) drive and suspended animation in low berths.

Of great interest, however, is the question of what adventurers can do about the deterioration of their physical skills. Do they merely sit back and let time overwhelm them? Do they rely on the vagaries of anagathic drug supplies? Once aging has occurred, is there any way to reverse the effects. This article will explore alternatives.

The contemporary maximum life expectancy is approximately 120 years, Soviet claims for Georgian mountaineers notwithstanding. Average life expectancy has increased significantly because of advances in hygiene, medicine, and the generally improved quality of life since the Industrial Revolution.

The leading causes of death in Western societies have shifted from disease, malnutrition, and complications from minor ailments to causes attributable to the aging process. Even if a person comes from a long-lived family, avoids carcinogens, and follows an optimal dietary program, cell deterioration and organ disfunction are inevitable. Despite this, it is not unreasonable to assume that given time, advancing technology, and medical breakthroughs, a deeper understanding of geriatrics will be achieved. Not only may the aging process be arrested, as with anagathics, but may even be reversed with rejuvenation therapies.

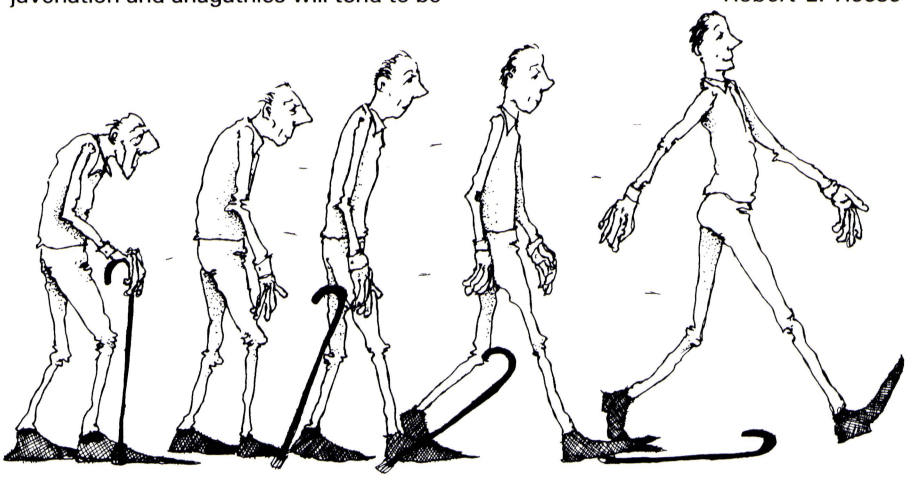
An excellent novel on this subject is *Time Enough for Love* by Robert Heinlein. This novel presents a number of ramifications of geriatric rejuvenation techniques. As a society's geriatric capabilities begin to improve, the age old medical problem arises: with limited initial resources, who gets treatment first? There is going to be a high amount of resentment no matter how the choices are made, as the alternative to these treatments is eventual death. In *Time Enough for Love,* this problem was resolved by keeping the whole of the therapies secret and doling them out only to genetically select individuals. Alternatively, the selection could be made on a more traditional basis of social rank, political clout, or wealth. Each of these carries drawbacks or implied social changes. Choice on the basis of social rank or political clout will bring a stable (but possibly stagnant), long-lived hierarchy to rule an "ephemeral" and increasingly resentful populace.

Choice made on the basis of wealth will generate troubles as well, exacerbating the age-old rivalry between the haves and the have-nots. In short, rejuvenation could bring about either a utopian society or a totalitarian regime (non sequitur). Societies dependent upon rejuvenation and anagathics will tend to be conservative, stable to the point of atrophy and morbidly afraid of losing their grip on the resources to combat age and death.

Assuming that rejuvenation is theoretically possible and could have interesting results in a **Traveller** campaign, the problem of how to handle game mechanics remains. First, availability should be limited by several factors: population density, tech level, and socio-political rankings among them. Second, effects should be restricted to the restoration of the player's faculties to levels previously achieved. Third, there should be costs to the players in both money and time. Characters having undergone therapy might have to assume new identities and/or relocate to other areas, as those not having been treated will notice the age change and may become hostile. The following are suggestions for incorporating rejuvenation into a campaign.

Availability: Tech Level 13. *Starport:* A or B. *Population:* 3 to 8. *Government Type:* 0-9. *Law Level:* 9 or less. *Minimum Character Age:* 60 standard years. *Cost:* MCr15 base price, plus MCr5 per decade over 60. *Time:* Base 6 standard months, plus 1 month per decade over sixty.

— *Robert L. Reese*



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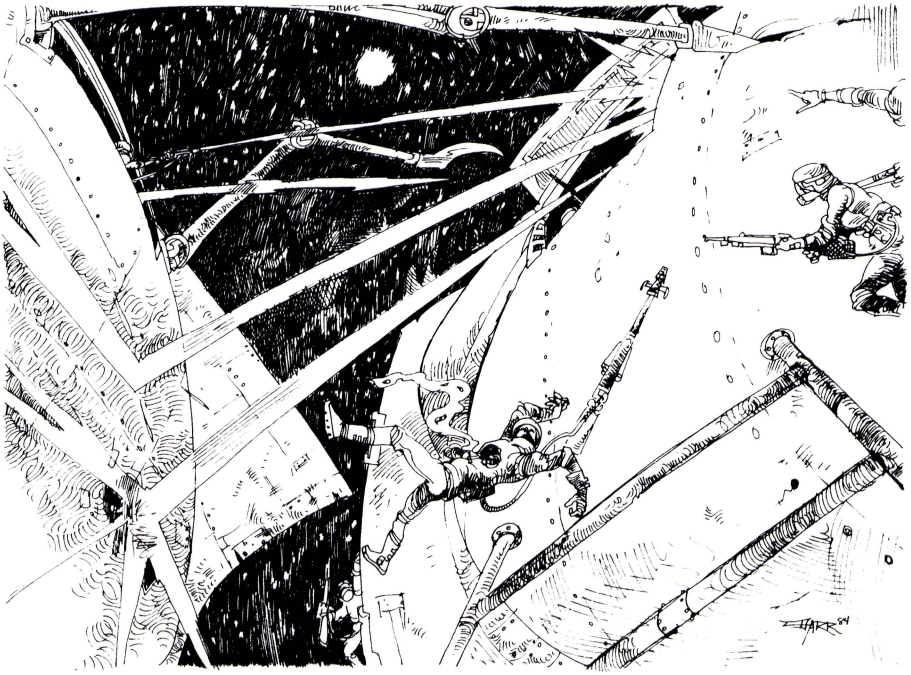

The practice of piracy involves more than a crippling shot, a boarding party, and a swift escape into the blackness of space. Even pirates must obey certain laws: the laws of economics, ecology, and political reality. Piracy has flourished in particular places, and follows a progression from simple outlawry to organized business (sometimes to the formalized status of privateer). Mutineers, hijackers, and other "wildcatting" pirates appear dashing, but successful long-term piracy requires intelligent, planned adaptation to conditions, like any other enterprise. In the words of the overused phrase, "there are old pirates and bold pirates, but there are few old, bold pirates."

The major feature distinguishing the business of piracy from the merchant's trade is its systematic acceptance of illegal violence to enhance the normal effort to buy low and sell high. Under certain conditions, the pirate entrepreneur may slip freely back into the merchant role. Like the merchant, the pirate requires a ship, a crew, a source of goods, and a market in which to sell them. He faces the same risks of accident, malfunction, and remoteness from aid in a crisis. His routine varies only as dictated by his status as an outlaw.

Poverty, mutiny, other crimes, or temperament can force experienced spacers into piracy as a livelihood. The illegal acquisition of a starship will be a relatively easy task for experienced spacers (albeit rather dangerous). Obvious approaches include hijacking, mutiny, and "skipping;" a successful

The Ecology of Piracy on the Spinward Main

pirate might someday boast the funds for an outright purchase! An exchange of ships may sometimes be useful, when the crew's current vessel is damaged, "hot," or inadequately equipped.

What sort of ship suits the pirate's needs? The requirements of illicit space travel come into play here. Streamlining is essential for frontier refueling without recourse to port authorities. Nav-tapes must be available from a "generate" program in the ship's computer. The jump-drive should be sufficient for rapid travel, but not so large as to require excessive crew. Piracy itself dictates hardpoints and turrets, plus space for cargo and captives (perhaps in low berths). Superior avionics will detect nearby ships and altered transponders will lull the suspicions of both victims and police. Forged papers are, of course, a necessity if the ship is to survive long in patrolled space

Realistically, very few pirate vessels will have all (or even a majority) of these facets. Scout/Couriers and Far traders will be most common in the "trade," with their integral hardpoints, streamlining, and jump 2 capability. Without bank payments, the costs of operating a starship are low: fuel can be skimmed from gas giants or remote oceans, and even a minor success will generate the few tens of thousands of credits needed for the crew, life-support, and maintenance. Prizes can be stripped of costly equipment or sold intact to illegal buyers. Kidnapping for ransom, extortion, and the fencing of valuable cargo can offer other sources of cash. There are major problems, however. Access to facilities, not their expense, is the key to on-going piracy. Basic ships stores can be extorted from casual traffic, purchased under a "cover" identity, or delivered through a second ship (willingly or under duress). Annual maintenance and repairs of battle damage will require lengthy stops in a class A or B port. Battle damage can be difficult to explain to port authorities (bear in mind that not everyone can be bribed, and not all those who can will stay bought). Secure maintenance can be a difficult and expensive proposition, and such bases will delimit the natural "ranges" of successful pirates. Without secure bases of operation, pirates will lead a hand-to-mouth existence, extorting or conning their way through groundside repairs, always one jump ahead of the fleet, having to abandon vessels with great frequency or operating unreliable ships increasingly prone to dangerous malfunctions. Pirates with such handicaps will be no match for the local authorities, armed merchantmen, or jealous rivals.

Personnel must be taken into consideration as well. Few ship's crew will care to spend their entire lives onboard ship, slowly accumulating money. Ship's crew must be given rest and recreation in port at frequent intervals, or they will soon desert or mutiny. In addition, pirate crews are not renowned for their high moral fiber or their extreme loyalty. Many a second-in-command has "promoted" himself with murder. Many crewmembers will get revenge for a slight (real or imagined) by betraying their ship and turning state's evidence. A captain who took command by mutiny could very well have set the precedent for his own downfall.

Pirates must seek out class A or B starports beyond the borders of major states, and controlled by authorities too weak or too immoral to bar suspected criminals from their facilities.

Pirates must also remember the cardinal rule: don't get greedy. If you become enough of a threat to business, either the business will go away, or somebody (not necessarily the law) will remove you as a threat. No matter how big you are, there's always somebody

bigger, and it's usually a good idea not to attract their attention. In seeking prey, cost efficiency directs pirate attention to ports of Class C or better, with their higher volume of traffic. Such ports provide immediate targets for piracy, but also present the danger of a rapid response of authorities. A laden merchant is most securely looted at a distance from its last known location: intimadated, hijacked or lasered into compliance, a ship can be boarded and reprogrammed for jump to a nearby empty system, with time in hyperspace for a leisurely inventory of the take. The main problem with piracy is that a given region can only support so many "predators." If trade is disrupted too much, merchants will avoid the area, and the pirates will "starve." The analogy to nature can be carried further: Shepherds expect a few losses from their flocks as part of the cost of doing business. If wolves begin killing too many sheep, however, the shepherds will find it worth their while to organize a large-scale hunt to wipe the wolves out or drive them away.

SPINWARD SPECIFICS

Only five worlds in the Spinward Marches combine the technical and political requirements of a pirate haven with a convenient proximity to underpoliced stretches of space:

Thanber (Querion 0707): B starport, government 0, law level 3. Thanber lies at the edge of a region of a dozen worlds between Zhodani space and the Darrian confederation. The Zhos are not a market for stolen goods, but some business can be done with the Darrians.

Tremous Dex (Vilis 0501): B starport, government 0 law level 1. Tremous Dex has access to nearly twenty systems outside the Imperial borders in the Jewell and Vilis subsectors.

Debarre (Darrian 0810): B starport, government 0 law level 3. Debarre adjoins a range of some twelve worlds between Darrian and the Sword Worlds, and connects to the next range.

Asteltine (District 268 0101): B starport, government 0 law level 2. From here there are connections with twenty

systems along the fringes of the Sword Worlds and across District 268.

Trexalon (District 268 0509): B starport, government 0 law level 1. From Trexalon, another twenty worlds extend from the limits of the Asteltine range (see above) rimward through District 268 into the Outrim Void.

Referees should bear in mind that the populations and governments of these worlds will not openly condone piracy, and will help in its extermination if it begins to cut too much into the circulation of trade in the region. Remember, a small, discretely run operation will be

continued on page 21

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Pride of the Lion

Amber Zone

Players' Information:

The party is down and out on Grizel (C-768400-6) waiting for cheap transport off-world at the end of the week. Grizel's principal produce is livestock—a cow-like grazer called the kundbock—raised on large ranches; each ranch amounts to a private fiefdom, in the fashion of the western American cattle empires of Earth's 19th century. The ranchers are the only power on Grizel, and their private guard forces are the only military presence on the planet. The TAS has classified the world Amber.

While staying in the palais de Grizel, the startown hotel (and no palace), there is a knock at the door in the middle of the night. It is an old acquaintance, Mar-

tin Trelane, a retired scout service alien-contacts specialist. Trelane is acting evasive and slightly drunk, neither of which is usual for him. He offers the party money and transport if they will help him—and he uses the word "help" and not "do a job."

He will not give any details of the problem up front; if asked about how much money is involved, he will say "enough." The only question he will answer directly is, "Is it dangerous?". The answer is, "Damn straight it is."

Referee's Information:

It will eventually become apparent (just when depends on the amount of medical skill or combat experience in the party) that Trelane is not drunk but wounded. He has a medium caliber bullet in his side, covered with a make-shift pressure bandage, and has taken a heavy dose of over-the-counter pain drugs. He will refuse treatment, insisting that there is no time.

If the players stall for a very long time, there will be another knock at the door (see below for details).

If they follow Trelane, he will take them to a room in the very cheapest part of the hotel. He will give a coded knock and open the door. Within, a small figure in heavy, disguising clothing will be emerging from hiding, clutching a heavy revolver in clumsy, gloved hands. When the veil is removed, this will prove to be a young Aslan female, called Kirri for short. She is clearly terrified, though of course trying her best to conceal this. She speaks only the Aslan language, in which Trelane is fluent.

Trelane will explain:

Several years ago, Trelane, who had become deeply interested in Aslan culture, left the scouts to live on an Aslan-dominated world of the Imperium. He made himself useful in intercultural relations, eventually becoming friendly with the pride leader Ewyryhu and his wife/estates manager Irowyie. Finally, about two years ago, Trelane was actually accepted into Ewyryhu's pride as an Aslan (a rare event).

Recently, one of Ewyrhu's sons sent a message to his father that one of the Grizel ranches was available for sale, but the rancher insisted upon dealing with the pride leader personally. This was understandable to an Aslan, and Ewyryhu, with his wife, his youngest daughter, and Martin Trelane, travelled to Grizel.

Trelane now says bitterly that he should have expected a trap.

When Ewyryhu was a young mercenary officer, he encountered a Naval flight officer named Charles Marchand, a wealthy and arrogant young human with special dislikes for mercenaries and non-humans. Ewyryhu (who even then was an exceptionally tolerant Aslan) tried to hold his temper through Marchand's insults, but a crude comment about "knowing how to handle herd animals" was the last straw. Ewyryhu struck Marchand across the face with claws fully extended, laying the flesh open to the bone and destroying Marchand's right eye.

No action was taken against the Aslan, since there were numerous witnesses (human and other sophonts) to the incident, and Marchand had no friends anyway. Marchand was not formally disciplined, but with one eye he was disqualified as a fighter pilot. He marked time in a Navy desk job until, to his own surprise, he fell sole heir to the family ranch on Grizel.

Marchand spent many hours plotting revenge—but he supposed it was only a fantasy; the Imperium was large, and the Aslan was not likely to walk into his hands.

Then Ewyryhu's son did.

The son, who had never heard of

Charles Marchand, was lured with an offer to sell the ranch; all his messages home were legitimate (indeed, it would be impossible to force an Aslan to send such messages). When Ewyryhu's ship landed on the Marchand ranch, those aboard were met by the rancher and his guards, who used gas and tranqs to subdue the Aslan.

Marchand made his plans very clear to his prisoners: he will release them one hour before tomorrow, without weapons or supplies. At dawn, Marchand will set out after them, with a hunting party. The Aslan ship is some eighty kilometers from the ranch house: if Ewyryhu's party can reach it and lift, they are free to go. Otherwise, they will become trophies on Marchand's wall.

Trelane, as a human, was offered one chance to walk away. He used the guard's distraction to grab first a pistol, then Kirri, who was still semi-comatose from the gas. Half carrying the child, Trelane got to an air/raft and escaped, catching a bullet in the process. All night he has been trying to organize a rescue party, but he discovered that no one on Grizel will interfere with anything a rancher intends. Finally, he saw a familiar face at the hotel restaurant (a member of the group). If they will not help, he has no choice but to go back alone. Trelane also points out that even if they don't help him, the party will probably not be allowed to leave Grizel alive (locals, who fear a rancher's wrath, will not testify against him, but off-worlders must be silenced).

Trelane has only the stolen revolver he lent to Kirri, and the stolen air/raft near the hotel. After paying for the room, and bribing the desk clerk (who may or may not stay bought) he has no money. It is the middle of the night, and no stores are open. It might be possible to steal a vehicle, but ground vehicles will be dangerously slow to the rescue. No starships are available.

The Marchand house is about 450 km from the hotel (about 4 1/2 hours by air/raft, a little less if driving all-out). The ranch itself is a rough circle four hundred kilometers across, with the house at its center. It is mostly grazeland, with some woods, and a small lake; the exact layout is left to the referee's discretion. The temperature now is in the low teens Celsius; after sunrise it will rise rapidly to a midday high in the thirties.

The house is lightly fortified, of stone construction; blasting in would require heavier weapons than the players are likely to have. In the garage are several vehicles, including wheeled trucks, two air/rafts, and a speeder with nose-mounted laser rifle (which the Marchand guards call "Charlie's toy starfighter" when the boss cannot hear).

Marchand's hunting party will consist of himself and eleven others, armed with rifles and pistols, in three luxury air/rafts well-stocked with food and cold beer. Marchand has offered cash prizes for "good kills." He wants Ewyryhu for himself, of course, and intends to kill the pride leader last—at close range.

The quarry are Ewyryhu, Irowyie, their son Ktiskryhu (who is at half-endurance, having been worked over by Marchand) and two other pride members. All can use weapons if they become available, though the only Aslan-designed weapons on Grizel are those on the starship. Remember that Aslan disdain blade weapons, and will be unlikely to think of fashioning makeshift spears or bows.

Herds of kundbock may be encountered. These are grazers, mass 400 kg, hits 25/15, armor as jack, weapon teeth, F1 A6 S1. A herd may contain from 20-120 animals. Fleeing kundbock do not stampede.

Martin Trelane's mental state is important to this scenario. When he fled, he was reacting as a human; the Aslan in-

stinct would have been to stay and die with his pride leader. He worries that Ewyryhu will consider him to have deserted—and he may be correct in this. Trelane is not bleeding seriously, but the wound will eventually incapacitate or kill him unless properly treated. He does not care if he dies, of course, the *only* argument he will listen to is that his collapse at an inconvenient moment might wreck the entire rescue.

Even if the party finds the Aslan before Marchand, the rescue may not be a simple matter. The "hunt," totally unfair as it is, has become a matter of personal honor between Ewyryhu and Marchand. The pride leader may resent Trelane's bringing reinforcements, as casting doubt on his ability to protect his people and personal honor. Irowyie is more pragmatic, but still an Aslan, and Aslan logic in these matters is not human logic. Certainly no Aslan (excepting possibly Kirri) will leave Grizel while Charles Marchand lives.

Marchand is arrogant, brutal, and not really very bright. Once the hunt begins, he will think of nothing else, and probably become careless. One thing he does *not* intend to do is let the Aslan escape. The starship (a standard 100-ton courier with Aslan fittings) has been wired with radio-controlled explosives; Marchand has the detonator on his person. The bombs are not carefully hidden; even a casual search will reveal them. They are, however, booby-trapped to detonate immediately if tampered with.

Marchand's troopers enjoy the power of working for a rancher, but are not ex-

tremely devoted to Charles Marchand himself. If the rancher is killed, some may try to eliminate the hostile witnesses, but most will flee.

Kirri is an additional problem. Trelane will ask a party member to take her to the starport for safety; even the rancher's goons dare not cross the extrality line for kidnapping or murder. They will, of course, try to keep anyone else from reaching the port.

If someone does take Kirri, that person is effectively out of play; she cannot be "dropped off"—either Trelane or someone designated by Trelane must be with her at all times. Remember that she does not speak or understand any language but her own. She is rather like a bright human 7-year-old; she is capable of understanding the situation, but Trelane has not explained it to her, because she will then insist on going with the rescuers. She is Pistol-1/2 with an Aslan weapon, but untrained with any other weapon. She has no training in fighting with dewclaws, but could still do considerable damage in close combat.

If some member of the group manages to reach the starport, they may send a priority xboat message to Imperial authorities. The Imperium will respond as soon as possible, but of course this will not help anyone in this scenario.

If the rescue succeeds, the players may expect any reasonable reward. If Ewyryhu, Irowyie and Kirri all escape alive, the party can also expect honorary membership in the pride—not full membership like Trelane's, but the permanent friendship of that pride.

You know the story; a thorn from his paw . . .

— ©1984, John M. Ford

continued from page 34

interesting. The parcel might contain information relating to their espionage activities. The party might be recruited to help locate and break up the spy ring in exchange for dismissal of the smuggling charges. Regardless of how the referee handles it, this situation can serve as a springboard for numerous adventures.

— J. Andrew Keith

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Animal Handling Skills

The many worlds of the **Traveller** universe include some where mechanical technology is restricted by practicality or economics. On many more, the rich (and reasonably rich) may take an interest in certain archaic sports involving animals. One aspect of all this is that tame (or reasonably tame) animals may be found aiding or amusing people on a variety of worlds. This article aims to describe the skills appropriate to such situations.

BASIC ASSUMPTIONS

This system involves one new skill, *animal handling,* which is divided into four categories; *Guard/Hunting Beasts, Falconry, Riding,* and *Herding.* A character skilled in one of these areas is marginally more competent than a novice in each of the other three, but each has a distinct area of competence. Referees may choose to introduce extra categories appropriate to particular worlds in their campaigns (Riding Bird, or Sea Herding, for example), but the principles described below can be applied in all cases. Character skills are also specific to a particular world or animal (horses, Bloggian herdlings, etc.), but there is some overlap (a person who can ride a horse has a head start at camel-riding, for example).

In all cases, a skill level of one should be assumed sufficient to control a creature in normal circumstances, and to assess its intentions. A level two skill

represents further understanding of the category of animal, plus the ability to train individual creatures for general work, and some skill in areas such as "horse breaking." Level three skill or better gives the ability to establish a rapport with a creature, given a very little time, and thus to control it efficiently in situations of stress. (Note, however, that animals have a natural sense of self-preservation; only very well-trained and handled creatures will stand being wounded, or subjected to real or apparent dangers, without a fear/flight reaction). Referees may, on occasion, assign level-0 skills in one of these categories to some characters, indicating minimal knowledge or, for example, horse riding or dog handling; such assignments should generally specify one particular species as the character's area of basic competence.

In general, animals bred and raised on one world are likely to be unhappy when transported elsewhere, particularly if atmosphere, gravity, and so on, differ significantly. The referee should generate DMs of between −1 and −5 on all skill rolls in such circumstances.

CATEGORIES

Guard/Hunting Beasts: This represents skill in controlling and directing land animals, usually carnivore chasers, which are trained to use their natural abilities in guard work or the chase. (A classic example is the Terran dog.) When a character has control of such an animal, he or she may issue it with simple commands (how depends on the species' intelligence). In moments of stress, a roll of 8+ on 2D indicates that the command is obeyed, DMs: −1 for no Guard/Hunting Beast skill; −3 if the animal is wounded; +1 for each level of this skill; +2 if the animal and handler have had a well-established association (in excess of 60 days). All penalties (negative DMs) are doubled for characters without animal handling skill of any category.

If characters are attacked by guard/hunting beasts, anyone with animal handling skill of any category may spot some chance of turning or delaying the attack; roll character's intelligence or less on 3D to identify the possibility. As each creature or group then approaches, roll 2D, with DM +1 per level of Guard/Hunting Beast skill, −1 for every two creatures in the attacking group. A roll of 9+ diverts that particular attack.

Falconry: This is skill in controlling and directing winged carnivores that have been trained to assist in hunting. In general, such creatures are most effective when they are less than totally tame, so this skill is rather complex, and quite rare. Rolls to exert control can be handled as for Guard/Hunting Beasts skill, but moments of stress occur rather more often. The attacks of trained hawks and the like may be slightly easier to turn than those of hounds, but only characters with Falconry skill can try; such individuals need make no "intelligence roll." A character seeking to divert such an assault succeeds on a roll of 9+ with DM +1 per level of falconry skill, and −2 if three or more creatures are in the attacking group.

(Note: Being unable to divert the attack of a beast or group of beasts in no way prevents the character from engaging in fire or melee combat with the animal.)

Riding: This skill automatically extends to draft animals and beasts of burden as well. It is partly the ability to control and command "transport" animals, and partly the ability to remain on such creature's backs in moments of stress. On pre-industrial Terra, "horsemanship" was a respected and important skill, useful in war and to sportsmen and messengers.

The animals subject to this skill are

usually herbivores. In normal conditions, the function of control can be performed by any individual, but very precise control (such as passage round an obstacle course) requires skill. In conditions of stress, animals may panic and bolt unless calmed (this problem is affected by the training given the animals. Those expected to see military service are usually (but not always) better prepared for loud noises and explosions than "civilian" animals. It should also be noted that some species are more or less temperamental, stubborn, or perceptive than others. Whenever a character seeks to control an animal in unusual or difficult conditions, roll 8+ on 2D to succeed, with DMs as follows: −2 for no Animal Handling skill; +1 per level of Riding skill; −2 for being unfamiliar with this species; −1 for every two additional creature (over two) being "commanded" simultaneously; +1 for being known and trusted by the animal(s). In the latter case, the referee should have determined in advance how easily the species in question gives its trust. A similar roll may be used in attempts to control a panicking or stampeding animal.

In certain conditions, such as fast travel crosscountry or very fast travel on roads, a rider may be at risk of falling from his or her seat or a vehicle may overturn. Roll 8+ to avoid such misfortune, with DMs +3 per level of riding skill; −1 if no riding skill; +2 for dexterity of 12 or higher; −2 for dexterity of 5 or less. Effects of the mishaps following a failed roll must be determined by the referee.

Herding: This is the ability to control large groups of domesticated food or draft animals, generally herbivores, preventing stampedes and judging the groups mood. When directing such a group, roll 8+ on 2D to avoid trouble, with DMs: −1 if no animal handler skill; +2 per level of Herding skill; −3 for unusual conditions (fires nearby, storm, etc.). A similar roll may be used when

characters attempt to judge the mood or intentions of groups of wild herbivores, or to achieve some *limited* degree of control over such; in the latter case, a blanket DM of −1 applies.

SKILL AVAILABILITY

In general, animal handler skills will only be available to characters whose careers are likely to have exposed them to work with domesticated animals; hence characters from "planetbound" professions such as the army, the bureaucracy, "wet" naval forces, etc., will only possess such skills if their homeworld has a breathable atmosphere, some land surface (hydrographics 9 or less), and a few open spaces (population 9 or less); definitions of "breathable" will extend to tainted atmospheres in about 50% of all cases (referee's discretion; optionally, roll 4+ on 1D), but not to very thin, corrosive, insidious or exotic mixes, unless the referee determines otherwise. In addition, skill with animals on worlds of tech level 6 or above is generally limited to landowners and wealthy hobbyists; hence characters seeking such training require a social standing of 8+.

Characters with some hunting skill already learned may gain some knowledge of the two areas of Hunting Beast expertise, but will not have a great knowledge of Herding.

Referees wishing to allow players use of these skills without completely reworking their character generation systems may wish to adopt the following approach. Characters whose backgrounds fit the criteria given above may take Riding skill in lieu of Vehicle when the latter is received in the normal course of events. Characters meeting the same criteria and already possessing hunting -1 or better may take a level of Guard/Hunting Beast in lieu of further hunting skill if a 1D roll of 3+ is made, or of Falconry if the roll is 4+; nobles can disregard the requirement for previous hunting skill. Herding skill is only available to barbarians (and, optionally, to nobles who are for some reason deemed "planetbound") whose homeworld fits the criteria above; they may take it in place of any normal survival, recon, leader, or hunting skill if a 1D roll of 5+ is made.

Finally, it must be noted that NPCs from backwoods agricultural worlds may well have some skill with animals, particularly in Herding, and referees should feel free to allocate such as they see fit, within reason.

— *Phil Masters*

continued from page 11

the most successful in the long run.

Inspiration can be drawn from the way pirates in the "real world" operated. Research the Caribbean pirates and privateers of the late 1600's and early 1700's AD. Note in particular the career of Henry Morgan, a pirate/privateer for the first part of his career, then a pirate-catcher for the British in his later life.

— *Steven Sowards*

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Parachutes

As intelligent beings reached into the skies, leaving their ground-tied existence behind them, all faced the problem of back-ups for failed aircraft. The parachute is one of the most common of these safety devices, and inevitably gives rise to other, increasingly sophisticated ones as technology improves. In addition, parachutes and their descendants inspire other applications in the fields of warfare and sports.

There are four basic "parachute" systems of note, each replacing previous systems at the appropriate tech level. These are, in order, the parachute (tech level 4), the parawing (tech level 7), the

grav chute (tech level 10), and the jump belt (tech level 13). It should be noted that as a system becomes "replaced" by a more sophisticated successor, it does not necessarily become completely obsolete; it tends, instead, to move into the realm of archaic sports, kept alive by devotees. Thus, there are many sporting parawing clubs in societies of tech levels 10 and 11, although at this point of technological development, the grav chute is the main safety/military system in use in the majority of such cultures.

All forms of parachute require a certain amount of training for effective use, but such training is considered to be given in connection with other related instruction, for purposes of simplicity. No separate skill in parachuting is given to **Traveller** characters; instead, when modifiers for parachute experience are necessary, these related areas of training are brought into play.

Air Craft or Grav Vehicle skill can always be applied as modifiers for use with parachute training (operating an aircraft or grav vehicle is not the same as using a parachute. Instruction courses in these vehicles usually include rudimentary training in whatever safety measure is appropriate). In addition, any character who has served as a commando (see Book 4, *Mercenary)* or a flyer (see Supplement 4, *Citizens of the Imperium)* is given a favorable modifier of 1 for each term of service on one of those careers. Finally, the referee has the option of allowing survival skill (introduced in Book 4) or jack-of-all-trades skill to be treated as favorable modifiers. However, only the single most favorable of all these different possible modifiers can be used. For example, a character with Air Craft skill and 3 terms as a flyer uses only −3, not −4 as a modifier.

The tech level of the character's training should be known; the character can use the full skill level available only on the system appropriate to that tech level. Half of all normal modifiers are applied to any other system the character attempts to use. By way of exception, a character who rolls social level or less (a one-time roll) can be allowed full skill in the system previous to the current one. This represents participation in sport-oriented jumping with archaic gear.

Modifiers are important because of their application to a "mishap roll" which is made for each jump. The basic chance of a mishap is determined by the tech level of the system being used. Roll the tech level or less to avoid a mishap in the jump; parachute experience is a negative DM on this roll. If a natural 12 is rolled, it is not modified; a 12 always signifies a complete equipment failure, with (usually) catastrophic results. Note that catastrophic failure is the only thing that can go wrong with a jump belt; even an untrained individual can safely operate these items under all but the most adverse circumstances. Mishaps can range from comparatively minor problems (being blown into a stand of trees and snagged above the ground or sustaining a minor injury upon landing) to partial failures of the chute and consequent damage. The referee should find a suitable way to determine the nature of the mishap, which will vary according to the type of equipment, the nature of the terrain below, the experience of the jumper, and so forth.

A complete failure results in 16D damage if the character hits land, or 12D damage if the impact is in water. A lucky character can survive, but it is not likely. (The experience modifier of the character can be subtracted from the damage total, representing a knowledge of ways to reduce vulnerability.)

When characters land, a second roll should be made to allow them to get control of their chutes on impact (this

does not apply to the jump belt). This roll is made with 1D, and must again be less than or equal to the tech level. A DM+5 is applied if the character suffered a mishap; a DM equal to applicable experience is subtracted, as well. Characters who fail this roll will take 10 points of damage, and must roll again once each combat round until they successfully control the chute. Other characters can intervene and assist, with a DM+2 for each other such character (up to a maximum of 3).

Other considerations are based on the individual types of chutes, as noted below:

Parachute: The simplest of parachute systems, the parachute is a large canopy of cloth or other material held to the jumper's body by lines attached to a harness. The simple parachute affords only a small degree of control of the direction and rate of descent. It is largely at the mercy of wind and drift effects. In attempting to reach some specific target, roll tech level or less (DM: −applicable experience); this is in addition to the other rolls noted above, If the roll is failed, the character will drift from the intended target. The direction and distance will depend upon the wind speed and direction, the height of release, the time of drift, and numerous other factors. This fact should be noted in the determination of mishaps.

Parachutes can use either static cord release (the chute is tripped automatically as the individual jumps) or ripcord release (either activated by the individual or by a automatic device preset for a given altitude). A static cord jump must be made from a minimum of 100 meters altitude, and results in immediate deployment of the chute. The ripcord deployment requires 200 meters minimum altitude, but also permits jumps from much greater altitudes with the chute opening delayed until the 200 meter level is reached.

A basic parachute weighs 10-15 kilograms; when packed, it fits into a pack worn either on the back or the front of the jumper's body. Many parachute packs incorporate a reserve chute for use in case of faulty deployment of the main chute. *Price:* Cr250. *Tech Level:* 4. *Mass:* 10-15 kgs.

Parawing: More sophisticated than the parachute, the parawing is an airfoil-shaped chute which permits much more control of the descent. A roll of 10− is sufficient to hit a given target area, with appropriate modifiers. Other performance characteristics are as for the parachute.

Parawings are lighter, but somewhat more expensive than standard parachutes. A ripcord release is standard for parawing chutes. *Price:* Cr400. *Tech Level:* 7. *Mass:* 5 kgs.

Grav Chute: Utilizing a basic grav technology, the grav chute is a compromise between the expense of grav equipment and the basic problems of regular parachutes. A simple grav module capable of nullifying a portion of the individual's body weight (but not of providing motive power, as with the grav belt), is worn as part of the chute harness; a conventional parawing is also deployed. Because the grav module can alter the effective weight of the jumper, it can be used to reduce the distance required for chute deployment by a factor of roughly three-fourths (chute deployment is not necessary until an altitude of about 50 meters). Varying the grav setting can also be used to alter the rate of descent, a particularly useful ability when staging a military raid.

The grav chute cannot fully offset body weight (normally), and certainly cannot provide lift; the small size of the power pack and the nature of the grav module itself will not permit this. The

parawing is used for steering, backs up the module in case of failure, and is necessary to check the final portion of the descent. It is virtually impossible for a jumper to miss a given target area using a grav chute.

The power pack is capable of operation for a total of five minutes. Power packs can be recharged from the usual power services, or replaced at a cost of Cr500.

Price: Cr2500. *Tech Level:* 10. *Mass:* 15 kgs.

Jump Belt: The jump belt is described in the equipment section of the **Traveller** rules.

Price: Cr0. *Tech Level:* 13. *Mass:* 00 kgs.

UTILITY

Parachutes and their descendents can be applied to many different **Traveller** adventure situations. They can also appear in *Striker,* allowing the use of airborne troops. In this situation, a basic chance of scattering will be determined by the rules given above. A scatter diagram not unlike that used for artillery fire would determine the outcome of the landing. Fire teams would be created *ad hoc* on landing, until the force could reassemble and reorganize properly.

Casualties might occur on landing, due to mishaps. The basic chance of mishaps is again based on tech the level of equipment used, plus an additional modifier reflecting the experience of the troops (Militia +0, Conscript +2, Long service +4, Picked +6). The referee may impose additional hazards, as dictated by circumstance, to further alter the results.

The chart below shows the number of casualties to be suffered by the air-dropped force, as a percentage. Round fractions up. When casualties are called for, roll 2D + 4 and compare the result to the melee table. Begin with all recruits (in any order desired), and work upward, rolling until the requisite number of actual casualties (wounded or dead) have been taken.

Casualty Table

Number:	*% Casualties:*
1	100
2	97
3	92
4	83
5	72
6	58
7	42
8	28
9	17
10	8
11	3
12	1

A Final Note: Remember that these rules have dealt only with individuals and their parachutes. Properly packaged and prepared equipment and vehicles can also make use of these rules, with appropriate changes in weights and costs involved.

— *John Marshal*

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TRAVELLER NEWS SERVICE

Editor's Note: The following reprint of previous Traveller News Service dispatches is for the benefit of those readers who do not have complete collections of *Journal* back issues. All dispatches from issue 10 to issue 18 are included.

RHYLANOR/RHYLANOR (0306-A434934-F) Date 206-1107

¶ The local branch of the IISS detached duty office issued orders today requiring all detached scout personnel in the Spinward Marches and Corridor subsectors controlling surplus scout vessels and all other retired scout personnel under the age of 66 to report to the nearest scout base for examination.

¶ All scout vessels will be armed and re-fitted for service in scout squadrons attached to the Navy. All retired personnel in suitable physical condition will be inducted into service for the duration of the emergency in accordance with established procedures.

¶ Failure to report for examination during a state of emergency is treason, and a maximum sentence of death may be exacted upon conviction. Ω

RHYLANOR/RHYLANOR (0306-A434934-F) Date 210-1107

¶ The Travellers' Aid Society announced today that, contrary to rumor, all representatives of the Regina branch of the *Journal of the Travellers' Aid Society* are safe.

¶ "All but a skeleton news-gathering staff has been withdrawn from the system as a safety measure," a society spokesman said, "but we will continue full coverage of the war as it develops." Ω

REGINA/REGINA (0310-A788899-A) Date: 212-1107

¶ The office of the Duke today announced that his Grace Norris, Duke of Regina, has been stricken with a variant form of pneumonic virus and has transferred the routine functions of state to a nominee pending his recovery. The brief statement by the Duke's seneschal was made during the regularly scheduled news conference, and no questions were permitted.

¶ Speculation that the Duke has been deposed by rival power factions within the Navy are reported unfounded. Ω

REGINA/REGINA (0310-A788899-A) Date: 214-1107

¶ Strong Zhodani advances on Louzy and Efate are reported to have been beaten back by Imperial naval forces late last month. Conflicting reports have prompted the Admiralty to institute a policy of monitoring news releases and rating their accuracy. The rating for these reports was termed excellent. Ω

RHYLANOR/RHYLANOR (0306-A434934-F) Date: 243-1107

¶ Long quiesent, the Ine Givar terrorist organization seems to be taking advantage of the dislocation caused by the current war to increase their activities. In

addition to reports of activity throughout the war zone, in recent months the Ine Givar have been implicated in numerous acts of destruction and sabotage, including (most recently) the disappearance of the merchant ship Harun-al-Rashid, now six weeks overdue from Equus (Lanth 0807), an explosion and fire in scout base facilities at Meleto (Mora 0407), and the release of a deadly viral toxin into the water supply of the Imperial Naval installation at Bendor (Glisten 0706).

¶ Spokesmen for Naval intelligence refused to comment on speculation that the Ine Givar might be receiving support from the Zhodani or their allies. A high placed source, however, said that the possibility of Zhodani or Sword World financial support cannot be discounted.

¶ The most famous pre-war act of terrorism attributed to the Ine Givar took place on Efate early in 1105. Until now, no acts have taken place which could be directly attributed to the Ine Givar with the possible exception of the explosion in General Shipyard's Pixie Facility (Regina 0303) later that year. Ω

TUREDED/LANTH (0804-C465540-9) **Date: 251:1107**

¶ Authorities on this agricultural world have announced the discovery and arrest of a number of "sleeper" agents in high places in the planetary government. A press release issued by Naval Intelligence did not to reveal names, but said that the agents were citizens of the Sword Worlds, disguised as locals, who had apparently spent years (in one case decades) working their way unobtrusively into the highest councils of the planetary government.

¶ According to the press release, the agents were to break the vital jump 1 route to Regina and the war zone by turning the world against the Imperium and destroying or inpounding supply vessels on their way to the front.

¶ No information is available on how the "sleepers" were discovered. The press release explains that Naval intelligence does not wish to compromise Imperial agents in Zhodani or Sword Worlds territory. Ω

REGINA/REGINA (0310-A78889-A) **Date: 268-1107**

¶ OFFICIAL RELEASE 46-268-1107: Notwithstanding current military conditions, landing operations or other activity not specifically sanctioned by the Imperial Naval Department will not be tolerated at the following worlds: Pscias (Regina 0506), Shionthy (Regina 0706), Algine (Regina 0708), Victoria (Lanth 0207), Ylaven (Lanth 0306), Sonthert (Lanth 0308), Djinni (Lanth 0501), and Grant (Jewell 0807).

¶ Subordinate authority for such landings or operations is delegated to fleet commanders when there is incontrovertible evidence that enemy forces have landed on such worlds or intend to do so.

¶ Violations of this directive will be severely dealt with.

¶ By order Santanocheev, Sector Admiral. Ω

REGINA/REGINA (0310-A788899-A) **Date: 302-1107**

¶ The office of the Duke today denied reports that His Grace Norris, Duke of Regina, had died of a rare form of lung infection. Although declining to answer questions on the Duke's condition, or to reveal the Duke's whereabouts, a spokesman for the Duke's seneschal stated that his grace was in a safe location, and was recovering rapidly. Ω

I: RHYLANOR/RHYLANOR (0306-A434934-F) **Date 362-1107**

¶ Unconfirmed reports of the fall of Kinorb (Regina 0602) and Yorbund (Regina 0703) systems to Vargr forces allied with the Zhodani were received today.

¶ The office of Army Vice-Marshal Adam Lord Bryor declined to comment on these reports other than to say that fighting in these two systems continues. Ω

I: RHYLANOR/RHYLANOR (0306-A434934-F) **Date: 014-1108**

¶ In a press release made available today, the Admiralty has classified the following systems as combat zones: Dentus (Regina 0601), Kinorb (Regina 0602), Yorbund (Regina 0703), Yres (Regina 0202), Pixie (Regina 0303), Boughene (Regina 0304), Uakye (Regina 0205), Whanga (Regina 0206), Knorbes (Regina 0207), Forboldn (Regina 0208), Hefry (Regina 0309), Ruie (Regina 0209), Regina (Regina 0310), Jenghe (Regina 0210), Extolay (Lanth 0101), Lanth (Lanth 0109), D'Ganzio (Lanth 0310), Phlume (Vilis 0801), Denotam (Vilis 0603), Edinina (Vilis 0403), 728-907 (Vilis 0404), Frenzie (Vilis 0306), Saurus (Vilis 0510), Asgard (Vilis 0709), and Tavonni (Vilis 0710).

¶ The Admiralty declined comment at this time on the progress of the war, or to issue any reports of losses. Ω

I: REGINA/REGINA (0310-A788899-A) **Date: 035-1108**

¶ In a recorded statement to the press today, Admiral Santanocheev announced that Yorbund (Regina 0703) has fallen to Vargr forces after a long, hard-fought battle. Most Imperial and colonial forces were successfully withdrawn from the system.

¶ Admiral Santanocheev's statement went on to announce the fall of Ruby (Jewell 0205), Emerald (Jewell 0206), and Lysen (Jewell 0507) to Zhodani forces, but added that fighting continues on Jewell and the other worlds of the subsector, as well as on Kinorb (Regina 0602).

¶ A representative of the Imperial Navy declined to comment when asked if this fighting involved regular fleet or ground forces. Observers have speculated that some Imperial units have been badly mauled in the Jewell subsector, and their remnants have joined with local forces to fight a guerilla war in that subsector. Ω

I: ARAMIS/ARAMIS (0710-A6B0556-B) **Date 122-1108**

¶ Equipment, records and personnel of Imperial Research Station Beta are reported by unofficial sources to have been evacuated from Yori (Regina 0510) and are now said to be under heavy guard somewhere in the Aramis system.The station will almost certainly be re-opened, but it is not known where the station will be re-located, or when it will resume operations.

¶ No information is available concerning the fate of Imperial Research Station Delta, located on Retinae (Querion 0406). While the exact nature of station Delta's research is classified, the information in such stations is in the forefront of advances in Imperial technology, and thus is of extreme interest to other powers. Ω

I: EQUUS/LANTH (0807-B55A858-B S) **Date: 204-1108**

¶ Equus authorities have learned that the disappearance of the merchant vessel Harun-al-Rashid was due to barratry, not terrorism, as had been originally suspect-

ed. Testifying in admiralty court today, in return for immunity from prosecution, the navigator of the vessel stated that he, along with the captain and engineer, wrecked the ship after surreptitiously selling its cargo. The crew, transferred off the vessel before it was set on a collision course with an outsystem planetoid, were offered a cut of the profits to keep quiet.

¶ The two officers were convicted on the basis of the navigator's testimony, and were each sentenced 25 years on Equus' penal island. Charges against the ship's navigator were dropped. Ω

I: BENDOR/GLISTEN (0706-A756656-C) Date: 228-1108

¶ An Imperial Naval Intelligence spokesman, in a press release issued today, announced the interception and arrest of an Ine Givar cash courier. The courier was transporting an undisclosed amount of money in the form of precious stones. The stones, intended to finance local terrorist activities, are rumored to be worth in excess of Cr25,000,000.

¶ The release stated that the stones were of Sword Worlds origin, although no definite proof of the culpability of the Confederation government was discovered. The Sword Worlds government has been suspected of financing Ine Givar activity for many years. Ω

I: RHYLANOR/RHYLANOR (0306-A434934-F) Date: 338-1108

¶ The TNS has just received reports that Heya (Regina 0802) and Beck's World (Regina 0604) have fallen to Vargr forces. This information was obtained from an anonymous, highly-placed source.

¶ The Office of Naval Intelligence declined to comment, and Army Vice-Marshal Adam Lord Bryor could not be reached. Ω

I: REGINA/REGINA (0310-A788899-A) Date: 362-1108

¶ The office of Admiral Santanocheev announced to the press that Mirriam (Vilis 0505) and Calit (Vilis 0705) have fallen to overwhelming Zhodani forces. It was further announced that communications with the naval bases at Denotam (Vilis 0603) and Frenzie (Vilis 0306) have been cut off due to fighting in those systems.

¶ The officer reading the announcement declined to comment further, or to answer any questions on the progress of the war. Ω

I: REGINA/REGINA (0310-A788899-A) Date: 021-1109

¶ In a recorded statement to the press, the office of Admiral Lord Santanocheev announced that the Naval Base at Ghandi (Lanth 0205) is under attack by Zhodani Naval and ground forces, including several units of the elite Zhodani Consular Guard. The statement indicated that the garrison at Ghandi had recently been reinforced because of the Zhodani presence at Calit (Vilis 0705).

¶ This announcement has fueled speculation that a major Zhodani push in underway, with Rhylanor as its most likely target. If Ghandi falls, it will be a major blow to the Imperial war effort, possibly a fatal one. Ω

I: REGINA/REGINA (0310-A788899-A) Date: 029-1109

¶ Operation Iedshrpr, several months in secret preparation, was launched today by elements of the Imperial Navy's Corridor fleet in a drive to break the siege

of Efate and force back the Zhodani forces currently operating in Regina subsector.

¶ Commander Aia Resortin, fleet press officer, stated "Admiral Santanocheev has planned a brilliant campaign for the relief of Efate. Denial of Efate to the Zhodani means the denial of the whole subsector. This operation is the turning point of the war."

¶ Regrettably, the briefing was cut short by a Zhodani hit-and-run raid, which partially damaged some buildings, but had no other effect. Ω

I: INTHE/REGINA (0810-B575776-9) Date: 059-1109

¶ A ship from Imperial Scout Suadron 497 (recently based at Jewell), arrived at Inthe today after successfully running the Zhodani blockade. Military security would not permit interviews with its crew, but a statement was later issued that Jewell has not fallen, and continues to defend against Zhodani attacks. Ω

I: KINORB/REGINA (0602-A663659-5) Date: 083-1109

¶ Operations against the Vargr force invading Yorbund and Heya achieved a considerable success recently. It was announced today that Battle Squadron 203 and several cruiser squadrons, under Vice-Admiral Elphinstone, were able to destroy a Vargr battle squadron after a prolonged engagement.

¶ Having regained orbital supremacy of the world, the Imperial 85th Infantry Field Army has moved in to secure the surface of Heya. Ω

I: LANTH/LANTH (0109-A879533-B) Date: 000-1108

¶ Only days after the Imperial 193 Fleet left Lanth for a reported assembly of Sword World forces at Tavonni the Sword Worlders appeared in the Lanth system and immediately began landing forces. Local resistance was fierce, but futile.

¶ The return of the Imperial fleet after failing to find the enemy in Tavinni, however, caught the Sword Worlders by surprise, and resulted in severe losses to the enemy. Imperial forces continue to mop up in the Lanth system. Ω

I: RHYLANOR/RHYLANOR (0306-A434934-F) Date: 128-1109

¶ Dispatches received from Regina indicate that a major Imperial raid against Zhodani military and industrial installations at Ninjar (Chronor 0608) has been accomplished by means of secret caches at the old Imperial naval base in the Quar system (Chronor 0808).

¶ No further details are available at this time. Ω

I: BECK'S WORLD/REGINA (0604-D883349-D) Date: 122-1109

¶ The last remnants of the Vargr battle fleet from Yorbund were run down and destroyed in the Beck's World system today. Although all enemy forces are not yet accounted for, Vice-Admiral Elphinstone's staff was optimistic that the threat from the Vargr forces has been countered. Ω

I: FLASH FLASH FLASH FLASH FLASH FLASH FLASH FLASH FLASH I:
I: REGINA/REGINA (0310-A788899-A) Date: 132-1109

¶ In a terse communique, his Grace the Duke of Regina today announced that Admiral Lord Santanocheev has been relieved of command effective immediately. Acting with the authority of an Imperial Warrant, the Duke has taken personal

command of the 1st Provisional Fleet.

¶ Members of the Duke's staff declined to comment other than to confirm that the change of command has taken place. Nothing is known as to the reasons for Santanocheev's relief, or his present whereabouts. Ω

RHYLANOR/RHYLNOR (0306-A434934-F) Date: 147-1109 (delayed)

¶ Imperial naval forces and attached army and marine units have retaken Calit (Vilis 0705), according to a highly placed source at the admiralty. News of the victory was delayed because the local commander did not feel he could spare any vessels to carry the news out of system until recently.

¶ No reports of the battle, or of any casualties among the forces involved are available. Ω

LANTH/LANTH (0109-A879533-B) Date: 241-1109

¶ The commander of the Imperial 193rd fleet has officially declared the mop-up of Sword World forces in the Lanth system to be completed, after months of heavy fighting.

¶ "Reports of atrocities against the civilian populace are unfounded" the fleet public relations officer declared in a press release, "The enemy forces were too heavily involved in fighting us to be able to have committed any crimes against the locals." The officer went on to note that rumors of atrocities are common after any battle because of the high degree of emotion generated.

¶ No information is available on casualties, either military or civilian, but a highly placed source indicated that the 193rd has requested large numbers of ground reinforcements, indicating heavy casualties, at least in its ground forces. Ω

POROZLO/RHYLANOR (0305-A867A74-A) Date: 231-1109

¶ According to unofficial reports, a major battle is taking place at Rhylanor, involving both fleet and planetary elements of Imperial and colonial forces. Ω

POROZLO/RHYLANOR (0305-A867A74-A) Date: 239-1109

¶ Informed sources have revealed that major fleet and ground elements arrived in this system last night, and are presently refuelling and refitting for immediate transfer to Rhylanor, to reinforce Imperial forces there. Ω

FLASH FLASH FLASH FLASH FLASH FLASH FLASH FLASH FLASH
KINORB/REGINA (0602-A663659-5) Date: 252-1109

¶ All Vargr forces allied with the Outworld Coalition have been instructed by their supreme commander to cease hostilities and surrender to the Imperial military or present themselves to a neutral power for internment. Unconfirmed rumor states the Vargr forces have withdrawn from the Coalition, and are now negotiating for a separate peace agreement.

¶ Speculation is rampant in all governmental circles as to the ramifications of this action, both with regard to the war and with regard to post-war politics in the Vargr Extents. Ω

Small Package

Players' Information

Karin (Five Sisters 0504) is an important trade junction in the subsector, whose population never responded well to the Imperium. Under naval administration as the result of its trade and strategic importance, Karin experienced a series of rebellions during the Fourth Frontier War; martial law was imposed during the supression of these uprisings. The continued tension on the planet in the wake of this upheaval has caused the Travelers' Aid Society to post the planet as an amber zone.

Amber Zone

A renewed wave of anti-imperialism surged through Karin as the Fifth Frontier War broke out, prompting a tightening of legal measures. Of special importance was the Contraband Order of 1109, which imposed severe restrictions on the import of a number of products. Weaponry, certain high-tech components with military applications, and a number of pharmaceuticals and chemicals were placed on a list of forbidden or highly restricted items. The restrictions have been of considerable help in restraining the anti-Imperial faction, but there have been repercussions.

The adventurers are approached by a businessman while on Penelope, one jump away from Karin. This man, who introduces himself as Kyle Veristan, wants to hire the adventurers to carry a very small cargo to Karin. He readily explains that the package he wants them to transport contains pharmaceuticals on the restricted list, and that he has no import authorization. The fact is, he says, the drugs are for his sister, who suffers from a rare blood condition known as Kaagilraan's Syndrome. This disease can lie dormant for years, then flare up suddenly; it is incurable, but can be control

led with the proper medication. The main drawback is that the medication has a very short shelf-life, and must be replaced every few months, while the onset of the disease is totally unpredictable. About two years ago, Veristan's sister was placed on an experimental new drug with a much longer shelf-life. Early tests showed that the drug retains almost full potency for years and has no major side effects. Veristan's sister was one of the first human users of the drug.

Freed from the necessity of having to remain on major communication lines, she has devoted herself full-time to vital work for the Pan-Galactic Friends of Life. She is now engaging in researches into the life-cycle of the Karinian Nightcart,

More recent tests, however, showed that the new drug's effectiveness lasted only one third as long as predicted. Veristan fears that his sister might be the victim of a relapse, and wants the players to smuggle a package of the old medication past the customs inspectors to his sister. It would take too long, he claims, to process the permits which would allow the importation of the drug.

Veristan is from a wealthy family. His sister means everything to him. He offers the party Cr500,000 for safe delivery of the package to his sister within three weeks.

Referee's Information:

Penetrating the customs inspection of Karin is not an easy matter. Ships arriving in the system are likely to be stopped and searched by Navy cutters pulling Revenue and Customs duty. The chance is 8+, rolled once every day that a ship remains in the system. Cutters carry a crew of three (pilot, gunner, and a junior officer commanding), plus 12 marines for boarding and searches.

The intelligence of the cutter's CO (commanding officer) should be generated; this number or less represents the basic chance of a random search discovering a hidden package. Streetwise skill should be a positive DM to this throw; a DM −1D should be imposed if the CO's Reaction throw is 6−.

Actual customs proceedures at the starport are also strict. Two inspectors will examine everything taken off the ship destined to cross the extrality line. Intelligence of these inspectors is, again, the chance of discovery, with two throws being made.

If caught, the adventurers are subject to a heavy fine (Cr20,0000), plus confiscation of their cargo and a thorough background check on the ship (which will turn up any awkward incidents in the group's past). This last check takes six weeks, during which time the group is considered under open arrest. They may move about the starport freely, but may not leave.

The adventurers may, if they have the requisite talents and equipment available, attempt to forge the proper forms and permits. Five forms are required, with each requiring the usual roll to pass muster when scrutinized at customs. Bribery may also be attempted (both inspectors must be bribed successfully,or the party faces an additional Cr10,000 fine per person for attempted bribery.

Should all of these pitfalls be overcome, and the drugs brought in past the various customs personnel, the adventurers will find Janile Veristan at the address they were given. If they successfully deliver the goods, they will receive payment on Penelope when they report back to her brother (delivering a message vouching for the fact of the delivery).

The referee may complicate matters , if desired, by making the Veristans enemy agents, innocent dupes of the enemy, or whatever seems most in

continued on page 17

Scouts Errata

The following errata have been noted for the first printing of **Traveller** Book 6, *Scouts*. All items have been corrected in the current second printing. The specific changes are shown in *italic* type.

Page 14. **Scout Skill Tables.** Die roll result 1 under Special or War Mission should be *Hunting* (replacing Equestrian in this one instance).

Page 24. **Continuation Star System Generation Checklist.**

Paragraph 12.C should read: if outer zone, *DM – 4.*

Paragraph 12.D should read: if outer zone, *DM – 2.*

Paragraph 12.E should read: if outer zone, *DM – 3.*

Paragraph 14.E should include: *if size 4 –, DM – 2.*

Page 28. **Planetary Orbits.** The first heading column should read: *million km* rather than 000 km.

Page 33. **Expanded Star System Generation Checklist.**

Paragraph 4.C should read: if outer zone, *DM – 4.*

Paragraph 4.D should read: if outer zone, *DM – 2.*

Paragraph 6.E should include: *if size 4 –, DM – 2.*

Page 35. **World Size** should read: if orbit 2, *DM – 2.*

Page 37. **Atmosphere** should include: *If the world is at least two orbits beyond the habitable zone, throw 2D for 12 exactly and if successful, atmosphere type is A.*

Page 37. **Hydrographics** should read: If inner zone, *then 0*; if outer zone, *DM – 4.* If *size 0 –*, then 0.

Page 37. **Population** should read: If inner zone, *DM – 5*. If outer zone, *DM – 4.*

Page 43. **World Volume** formula should read: $V = (R/8)^3$.

Page 43. **World Mass** formula should read: $M = K(R/8)^3$.

Page 46. **Formulae for Orbital Period and Distance** should have the following formulae: $P = (D^3/M)^{.5}$ $D = (MP^2)^{.33}$

Page 47. **Criteria For Orbit Zones**. The temperatures are in *degrees C*, not K.

Page 47. **Formulae for World Temperature and Distance** should replace the formula for D with: $D = L^{.5}(KG(1 - A)/T)^2$.

Page 48. **Axial Tilt**. Change references to Temperature to *Luminosity* and references to world temperature to stellar luminosity. Refer to new page 50 information for instructions.

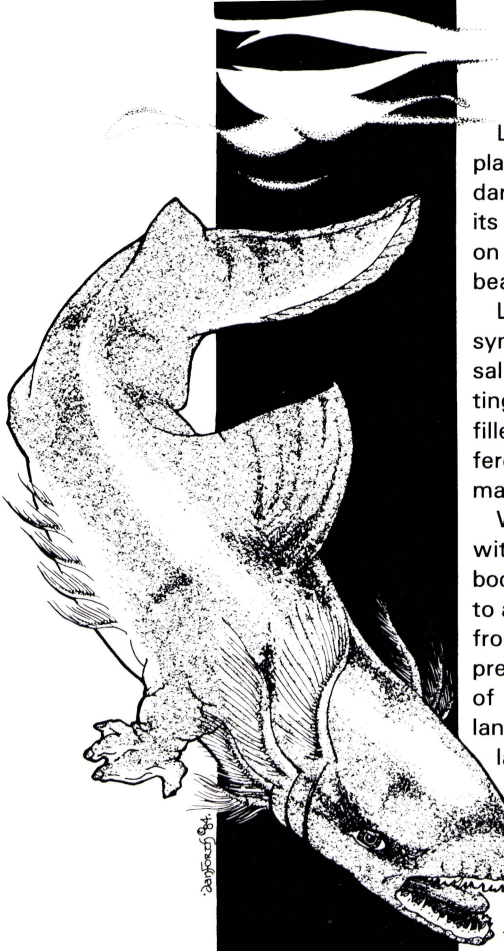
Page 48. **Eccentricity.** Change references to Temperature Change to *Luminosity Change*. Remove decimal points in the table. Refer to new page 50 instructions.

Page 50. **Axial Tilt:** Replace the second paragraph with the following:

The axial tilt table indicates the percent *luminosity change for the local star for the purpose of world temperature calculation. Average summer and winter temperature can be calculated by recomputing local temperature using revised luminosity*.

Page 50. **Orbital Eccentricity Effects:** Replace the second paragraph with the following:

The eccentricity table shows percent *luminosity change for the star* when the planet is at apastron (farthest from the star) and at periastron (closest to the star).



The Bestiary

Lozin are amphibious carnivores native to the planet Suevanis, a world with high gravity, standard atmosphere, and oceans covering 40% of its surface. Hunting has endangered the species on Suevanis, but recent efforts to transplant the beasts to other worlds have proven successful.

Lozin are endothermic, quadrupedal, bilaterally symmetrical organisms with webbed feet, a dorsal fin and both gills and lungs (features reflecting their amphibious nature). Their jaws are filled with a variable number of sharp, undifferentiated teeth. There are two sexes, which mate for life and bear 1-3 young per year.

While in water, they float near the surface with their extremities folded neatly under their body. Their coloring (light grey ventrally, shading to a dark blue-grey dorsally) helps to hide them from their enemies and prospective prey. They prefer to spend most of their time in the water of the warmer regions of a world, floating languidly on the surface, and emerge onto the land only to hunt. Lozin are generally encountered alone or with a mate, except for the few months each year when they are caring for the year's young. They are oviparous, but retain the eggs in a special incubation pouch on their ventral body surface until hatching.

They hunt by concealing themselves near the water's edge and lying motionless until their prey comes within range. Then, in a surprising burst of activity, they rush forward and seize the victim, shaking and twisting themselves to tear loose great chunks of flesh. Rarely, they scavenge the kills of other predators.

For obvious reasons, commercial fishermen have hunted the Lozin to near extinction on their home world. Recently, however, advanced technology has developed a number of nonlethal controls over the Lozin. The areas of primary commercial aquaculture activity on Suevanis are now surrounded by a barrier of sonobuoys, which broadcast ultrasonic sounds. These sounds make Lozin extremely uncomfortable, and have been quite effective in reducing commercial losses.

— J. P. McManus

"Skyport Authority"

INTRODUCTION

The vast network of trade routes that ties the Imperium together could not exist without its nexus points, the starports; and the ports could not function without the people and organization of the Starport Authority (SPA). SPA is in charge of all port operations (ground and orbital), and maintains the security of the extrality line surrounding every Imperial port.

ENLISTMENT

A character wishing to join SPA must know the starport type of his or her homeworld; this may be generated by any convenient means, such as the table in **Traveller** Book 3. Class A and B starports have orbital elements, stations in Clarke orbit above the ground element. Class C and D starports have ground elements only. Class E and X starports have no SPA facilities at all; a person from such a world cannot normally enlist in SPA. The roll to enlist is 7+, DMs +1 if endur 7+, +2 if educ 7+.

ACQUIRING SKILLS AND EXPERTISE

Service with SPA is in terms of four years, each divided into four one-year assignments which are resolved individually (the system used in *Mercenary, High Guard, Merchant Prince* and *Scouts).* At the conclusion of any four-year term the character may attempt to re-enlist, or to leave the service.

SPA has four departments: Administration, Passenger Service, Freight Handling, and Ship Servicing. On a roll of 10+ (DM +1 if education 9+, +1 if social 10+) the character may choose any department. If this roll is failed, consult the department assignment table.

It is possible (though difficult) to be reassigned to a different department, but only at the beginning of a four-year term, and only if the character has received cross-training in that department.

Initial Training: The first two years in SPA are a period of in-service training. The character received two rolls on the appropriate Departmental Skills Table. There are no checks for survival, further skills, or advancement.

Assignments: Each one-year assignment is resolved separately. The character determines what part of the starport complex he or she will be working at for that year, and then resolves the assignment in terms of survival, skills, and (for officers) promotion.

1. Area Assignments: The character consults the Area Assignment Table for his or her starport type. Possible assignments include the port's ground element, orbital element (if any), customs/security division and special duty assignments. Roll one die and determine the result.

2. Resolution: Each assignment (except special duty) calls for two determinations: survival and skills. Officers may also try for promotion.

Survival: Starports can be hazardous places, especially on orbital stations and in areas where heavy cargo must be being moved or ship's machinery worked on. To survive an assignment, the character must throw the indicated number or higher on two dice. If the number shown is thrown exactly, the character has been injured. Injured characters receive free medical care and go back to work next year. A character who receives a pension for long service will have Cr500/year added for each injury sustained in service.

Skills: Since most characters do not intend their service to be their life's work, skills are an important benefit. If the indicated number or higher is rolled on two dice, the character immediately receives one skill. Characters may roll on the relevant Department Skills Table, and on the Assignment Skills Table corresponding to that year's assignment.

Skills may also be learned from special duty assignments.

Retention in Assignment: Inertia, and the desire to keep workers in jobs they are becoming good at, may cause a character to be retained (result on the Area Assignment Table). If the person's previous assignment was not Special Duty, he or she repeats the assignment. If it was Special Duty, the player may choose Ground Element, Orbital Element (if any), or Customs/Security. A character may be retained in an assignment for any length of time. This is a bureaucracy, after all.

SPECIAL DUTY

If a character receives Special Duty from the Area Assignment Table, consult the appropriate Special Duty Table and roll one die.

Results for non-officers —

1. Transfer: The character may apply for a transfer to a better starport. The required roll is 9+, with a −1 DM for each level moved up; i.e. to transfer from a class C port to a class B port requires a roll of 10+; to transfer in one step from D to A requires a roll of 12+. No seniority is lost in the transfer, but on an unmodified roll of 2 the application is rejected and no further applications are allowed during the character's SPA career.

If the character chooses not to at-

tempt transfer, a skill roll on the Departmental table may be taken.

2. Cross-Training: The character spends a year working with another department of his choice. Roll once on that department's skills table. The character becomes eligible for reassignment to that department at the conclusion of any four-year term.

3. Shuttle: The character is assigned to the Shuttle Service, which carries goods and passengers between ground and orbit. (Shuttles are used whether or not the port has an Orbital Element.) One level of Vacc Suit skill is received automatically, and roll 5+ on one die for the following: Ship's Boat, Navigation, Grav Vehicle.

4. XT Line: The character is posted to the extrality line office, which handles questions and complaints from the public about the interactions between local and extraterritorial cultures. One level of Recruiting skill is received.

5. Commission: The character receives a commission (rank 01) in his or her department.

Results for officers —

1. Transfer: Same as for non-officers.

2. Cross Training: Same as for non-officers.

3. Shuttle: Same as for non-officers.

4. XT Line: Same as for non-officers, except that one level of Liaison skill is received instead of Recruiting.

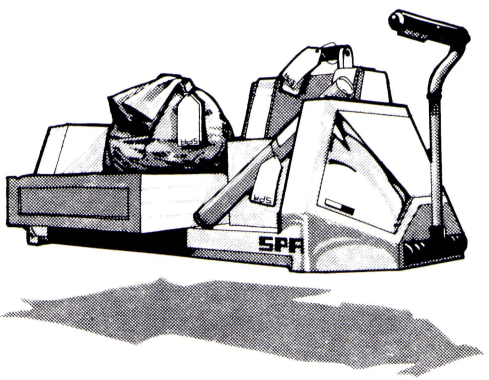
5. SPAE Attache: The character is attached to the Starport Authority Executive, the main governing body of the organization, and travels with an inspection committee. Because of the travel involved, this assignment takes up the full remainder of the current four-year term, from one to four years. Benefits received are: +1 Social level, one roll on the Departmental Skills Table for each year of duty, and (if desired) an automatic transfer to a class A starport *or* reassignment to any department in which the character has cross-trained. The transfer is allowed even if the character was previously denied further applications. If neither transfer or reassignment is desired, an additional roll on the Departmental Skills Table may be taken instead.

RANKS AND PROMOTIONS

There are no ranks or promotions below officer rank in SPA. (Non-officers do wear "hashmarks" indicating years of service.) Once commissioned, an officer may attempt to receive a promotion at the end of a year of duty (or the entire period of duty as an SPAE Attache). Only one promotion may be received during any four-year term (a commission does not count against this total).

Required skills for promotion appear on the Assignment Resolution Table. Applicable DMs: Class A or D Starport, +1 (the former has more posts available, the latter fewer applicants); in the last year of current term, +1; ending duty as SPAE Attache, +1 per year of special duty; level or primary skill is 3 or greater, +1 (primary departmental skills are: Admin/Admin, Passenger/Liaison, Freight/-Liaison, and Shipserv/Engineering).

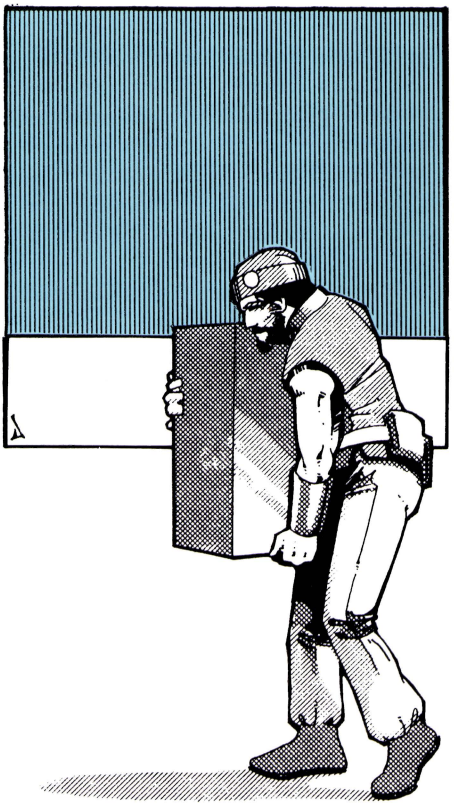
Note that there are no ranks above 04 in the Passenger Service, Freight Handling, or Ship Servicing departments. To reach ranks 05 or 06, one must begin in



or be reassigned to the Administration department.

There is only one director and general manager (rank 05) at any given starport. There is therefore a chance (roll 6+) that a character promoted to this post must also accept a transfer (randomly determine the class of port assigned to); the character may decline the promotion to avoid transfer. A declined promotion permits additional rolls for promotion later in the same term.

Officers of rank 06 (SPA Executive) are attached to SPA directly rather than to any port.



RE-ENLISTMENT & MUSTERING OUT

To re-enlist in the same department requires a roll of 3+ on two dice for non-officers, 4+ for officers. On a roll of 12, re-enlistment is mandatory.

To re-enlist in a different department requires a successful re-enlistment roll, cross-training in the desired department, and a die roll of 8+. If the unmodified die roll is 8 exactly, some seniority has been lost in the move, and the character may not be promoted (but may be commissioned) during that term.

DMs: +2 if moving from Passenger to Freight departments, or vice versa; −2 if moving from any department to Ship Servicing. Note that characters being reassigned as a benefit of Attache service do not make this roll (though they must still be cross-trained and successfully re-enlist).

Mustering-Out: At the conclusion of a character's last term, mustering-out benefits and aging penalties are determined as in Book 1. Two of the Material Benefits possible are described below.

Bar Chit: A card that entitles the bearer (only) to one free drink in any starport (but not startown) establishment. The bearer must still meet the establishment's dress code and other rules (and presumably will buy a couple more drinks). The card is valid for one year from the date of leaving service. Additional rolls of this benefit extend the expiration date by one year each.

Yacht: A type Y vessel as described in Book 2, property of SPAE and provided under the same kind of agreement by which ex-Scouts are loaned ships; it is subject to recall in emergency, and may be commandeered by any active SPA executive officer on business. Provision of crew and consumables are the user's responsibility.

SLANG TERMS

All professions develop an argot, an insider's language. Use of appropriate slang expressions can help add color and the feel of realism to play.

Planetary surfaces are generally

known as "dirtside" by spacefarers (who tend to a mild contempt of people who live on planets). Other expressions include "down the (gravity) well," and just "down there." "Dirtside" and "down" are also used to refer to starport ground elements, as: Gwydion Down, San Cristofe Dirtside. By corollary, orbital elements are known as "up," "skyside," "over," and occasionally "shinyside" (as in "keep the shinyside up and ...").

Non-officer employees of SPA have nicknames by department: Administrative workers are "clerks," passenger service "guides," freight "cargojacks" or "dockhands," and shipservs "portdusters." These are almost official terms; chief engineers often like to be called the "boss duster" by their work crews. A variety of other expressions, from descriptive to abusive, are in use. They make good excuses for brawls if nothing better is available.

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Assignment Resolution Table

Administration Promotion: 10+

	GE	*OE*	*CS*
Survival	auto	3+	4+
Skills	4+	5+	5+

Passenger Service Promotion: 10+

	GE	*OE*	*CS*
Survival	auto	4+	5+
Skills	6+	5+	4+

Freight Handling Promotion: 9+

	GE	*OE*	*CS*
Survival	3+	5+	4+
Skills	*7+*	*6+*	*5+*

Ship Servicing Promotion: 9+

	GE	*OE*	*CS*
Survival	*4+*	*6+*	*6+*
Skills	*6+*	*5+*	*4+*

Abbreviations: *GE:* Ground element. *O/E:* Orbital element. *CS* or *Cus./Security:* Customs/Security.

Area Assignment Table

	Class A/B	*Class C/D*
1	Retained	Retained
2	Ground Element	Retained
3	Ground Element	Ground Element
4	Orbital Element	Ground Element
5	Cus./Security	Cus./Security
6	Special Duty	Special Duty

Special Duty Table

	non-Officers	*Officers*
1	Transfer	Transfer
2	Cross-training	Cross-training
3	Cross-training	Cross-training
4	Shuttle	Shuttle
5	XT line	XT line
6	Commission	SPAE Attache

Survival DMs—*Ground Element:* +1 for any departmental skill at 2+. *Orbital Element:* Modifier equals Vacc suit skill level. *Customs/Security:* Modifier equals highest handgun or blade skill level.

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Departmental Skills Tables

Administration	*Pass. Service*	*Freight Handling*	*Ship Service*
1 Admin	Steward	+1 Str	+1 Str
2 Communications	Liason	+1 Dex	+1 End
3 Liason	Medical	Vehicle	Electronics
4 Computer	Streetwise	Vehicle	Engineering
5 Admin	Liason	Admin	Gravitics
6 +1 Educ	Bribery	Liason	Mechanics
7 Leader	Leader	Broker	Engineering
8 Legal	Admin	Jack-o-T	Engineering

All tables DM +2 if Rank 02+.

Assignment Skills Tables

*Ground Element**	*Orbital Element*	*Customs/Security*
1 Brawling	Vacc Suit	Streetwise
2 Carousing	Vacc Suit	Bribery
3 Blade Combat	Ship's Boat	Forgery
4 Streetwise	Gambling	Gun Combat
5 Gun Combat	Brawling	Interrogation
6 Gambling	Carousing	Admin

* i.e., Startown.

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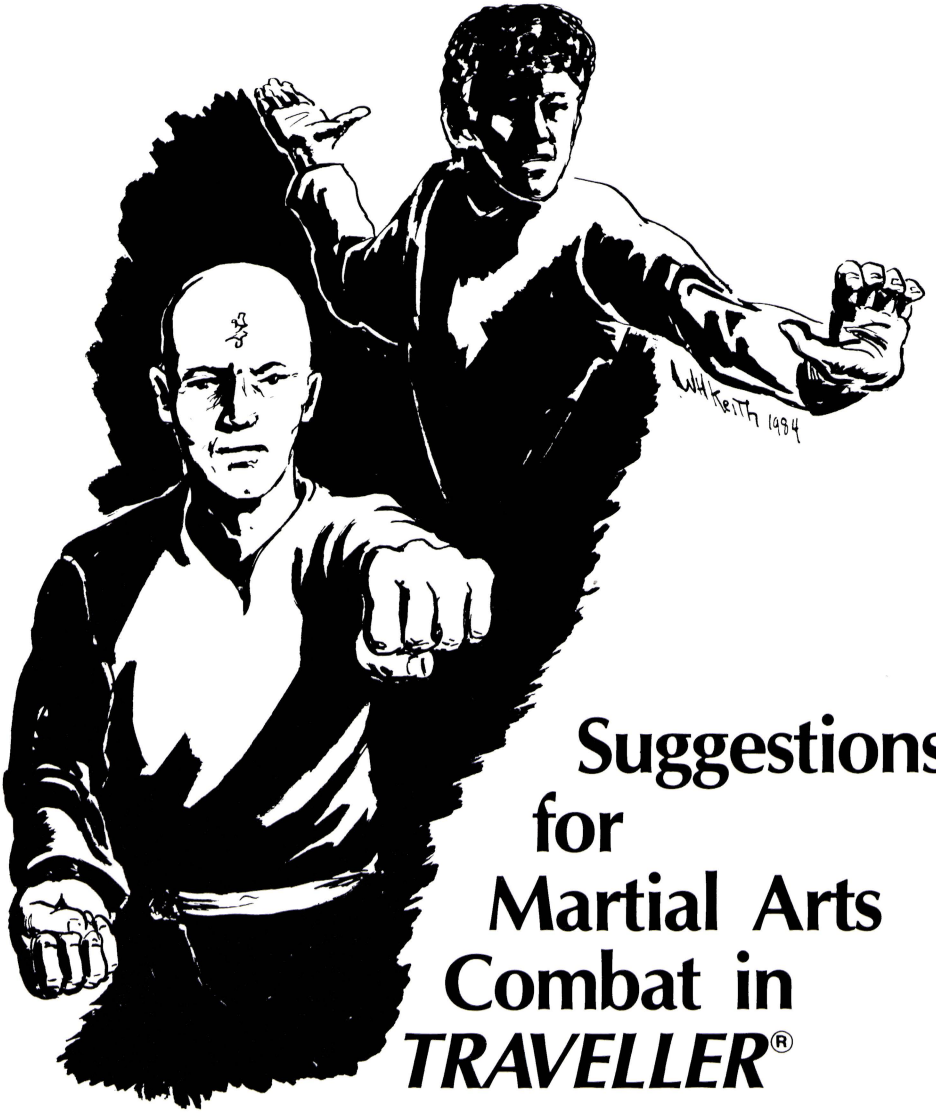


Suggestions for Martial Arts Combat in *TRAVELLER*®

Hand-to-hand combat systems, as part of a particular character's background, can add interest to an otherwise dull and lackluster individual. This article describes a number of suggestions to enable the **Traveller** referee to create as many different "martial arts" as desired.

In creating an "art," the referee may select from several different skills which may be included (see table 1). Some skills may be omitted altogether. Some "arts" may offer a special skill or a weapon. Note that the weapons discussed here are generally hand-held, but are not firearms, missile weapons, or energy weapons. For examples of usable weapons, see the Characters and Combat section of **Traveller**. Damage done by a given weapon may be increased by the user's skill DM (see Table 2).

Referees who want to invent weapons for their campaigns should be careful to keep damage and range factors within reason.

A character may study the martial arts styles of an alien race, but attempts to do so will result in a net skill DM of −3 due to the different bio-physical effects (and will probably earn the student a few funny looks from the aliens themselves).

An art will consist of 2-12 skills (roll 2D if desired, or simply choose a number). Normally a character can gain, at most, a +4 DM in a given art. The DM applies to all skills taught in the art, simultaneously.

If the number of skills is 3, then each of the three may be developed to an additional +1. This means that it is possible to gain bonuses to "hit" and "damage" beyond the normal limit of +4 per skill, if the art is extremely specialized.

The maximum number of martial arts skills which a given character may learn is equal to the average of his/her dexterity and intelligence, rounded down. For each four years of practice, the character will gain a +1 DM in each skill (see the experience rules). Out of those four years, at least fifteen months must be spent in a school. The student must practice regularly (at least one day per week) when out of the school. If any other skills (such as navigation, for example) are studied during this time, the martial arts skill level will be maintained, but cannot increase. Keeping one's skills sharp requires considerable devotion, improving them requires several times the effort.

Some martial arts require mental conditioning as well as physical training. A student might be required to "get his mind right" and assume a certain philosophy or approach to living in order to properly practice the art. The exact measures and behaviors required should be determined by the referee. Many martial art forms have punishments for violation of the philosphy and mental conditioning of the form (deviation from the high moral standards of the art soils the name of all connected with it). These range from expulsion from training schools to assassination at the hands of a master of the form.

Referees should note that it is possible to adapt Terran martial arts (such as karate, llap goch, judo, savate, and so on) using the material outlined in this article.

SCHOOLS

Schools are institutions where characters learn a particular martial art. They are governed by a number of simple restrictions for game balance. A character may learn a martial art only at a school (during the required 15 month stay, mentioned above). A single school may only teach a single art. To become an instructor (and to establish a school) a character must have instructor skill (see Book 4, *Mercenary)* and must spend an additional 9 months in the school (for a total of 24). A school may be located anywhere the referee sees fit, from remote worlds far from trade centers to an upstairs gymnasium in the cheapest section of town. The physical requirements of a school will vary. Some may require full gymnasiums, showers, sleeping cells for students, and so on while others may not. A character/instructor may wish to hold training sessions in the cargo hold of a starship or some other mobile location (at the referee's discretion, of course).

In the event a character wishes to join a school, he or she must first locate one. The difficulty involved is up to the referee. Some forms of martial arts are very difficult to join, requiring strange rituals or "tests" to determine of the character is worthy of being admitted to

the select brotherhood of initiates. Some are open only to certain select types of individuals (only Solomani born on Terra, for instance). Others actively seek out students, and are simple commercial concerns, operated to turn a profit.

EXAMPLE

Trakaj is a self-defense form developed by a subculture of the Geeonee centuries ago for bodyguards of important government officials. It is now encountered in other human races throughout the Spinward Marches, but is somewhat less popular than other forms.

I rolled a 7 for the number of skills, and chose A, B, E, H, J, and L from the twelve options available on table 1. Instead of a seventh skill, I picked option M and applied a +1 to the kick skill. It is therefore possible to gain up to +5 in Trakaj kicking skill.

For the weapons skills, I picked Halberd. Bonuses in this skill are added to normal "to hit" and damage rolls for the Halberd (see the rules).

For the special skill, I created a "knife-throwing" skill. This example is given on the martial arts range matrix.

Trakaj schools are somewhat more difficult to find than shoe stores, but less difficult to find than psi institutes. Fees range from Cr100 to Cr500 per month. For our example, we will consider the training of one Olfin Starhammer, UPP 87C9CB. With a dex of 7 and an Int of 9, the number of skills he can master is (7+9)/2 or 8. Since Trakaj offers only 7, Olfin can pick up an extra +1 for one of them, or can try to obtain a skill from another art.

Olfin practices all the techniques and applies the extra +1 to the kick skill. Since Trakaj teaches the kick skill up to an unusual +5, Olfin could theoretically gain up to a +6 ability (after 24 years of practice). After 8 years, Olfin has gained a +2 in each of the seven skills.

Additionally, his friends notice that he gets into fewer barroom brawls. The reason for this is that Trakaj teaches that the deadly skills of its art are not to be used lightly.

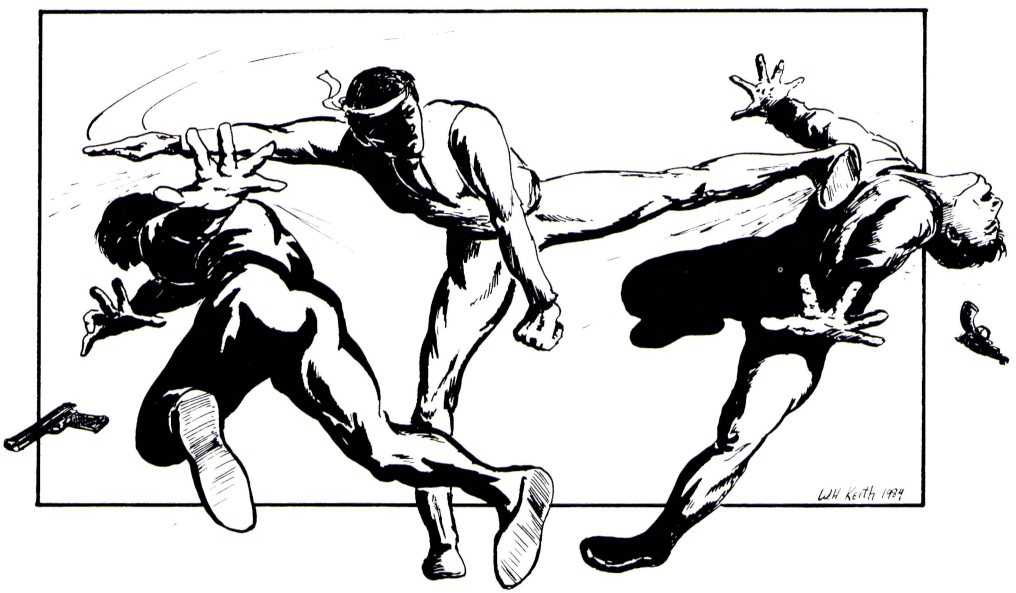


Table One

A Punch	G Jump Kick
B Kick	H Weapon: Strike
C Block	J Weapon: Block
D Hold Break	K Stealth
E Combat Throw	L Special Skill
F Disarm Opponent	M +1 to any one skill

Note: A modified roll of 8+ is required for successful use of a martial arts skill. These skills are used in lieu of *Brawling skill.*
Punch: Includes chops, "knife-hand"finger thrusts, heel-of-hand strikes, etc.
Kick: A technique with the feet, knees, legs, etc.
Block: A technique which negates damage from an opponent's strike (or attempts to avoid the strike). When an 11+ is rolled "to hit," the block does 1D−1 damage.
Break Hold: An attempt to negate a grappling attack.
Combat Throw: As Break Hold, but it does 1D damage.
Disarm Opponent: Knocks loose, breaks or steals opponent's weapon on an unmodified 12. See notes to Table 2.
Jump Kick: A "show" move, usable only at medium and long range.
Stealth: Reduces a character's chance of being seen/heard by another character (of no help against electronic devices). The character's unmodified roll is his chance of going unobserved. Common sense must, of course, be applied.
Weapon: Strike: To hit, roll 2D and add the character's skill DM.
Weapon: Block: Use of a weapon to block an opponent's strike, whether the opponent has a weapon or not. Possible damage as in block skill.
Special Skill: Referee's invention; can be any new or old **Traveller** skill).
+1 to any skill: Optional. May increase a potential DM with a single skill.

Table Two

Skill:	*Close:*	*Short:*	*Medium:*	*Long:*	*Very long:*	*Damage:*
Punch	+2	+1	no	no	no	1D+DM
Kick	+1	+2	no	no	no	1D+DM
Jump Kick	no	−1	+1	no	no	1D+DM
Block	+2	+1	no	no	no	1D−1*
Hold Break	+1	no	no	no	no	—
Combat Throw	+1	no	no	no	no	1D

Weapon: Strike and *Block* must be determined by the referee. For example:

Halberd: Strike	0	+1	no	no	no	3D+DM
Halberd: Block	+1	+2	no	no	no	1D+DM
Throwing Knife	no	DM	DM+1	DM	no	2D+DM

* On an unmodified 12.
Disarm Skill: On an unmodified 12, the character has knocked loose, stolen or broken an opponent's weapon. Roll one die for effect; 1-3 knock loose, 4-5 break, 6 steal. If the weapon is worn attached (for example, a billy club with a wrist strap or ninja-style *nekode* claws) Disarm attacks are at DM−4.

— *Bob Liebman*

Casual Encounter

Mother Shom

Mother Shom is the criminal boss and unofficial mayor of Otoba's startown on Phireene. Other characters similar to her may be encountered elsewhere throughout known space.

She is widely known to the local law enforcement authorities because she controls all gambling, commercial companionship, and illicit drug traffic in startown, and takes a cut of the gross from all its bars and amusement halls.

Mother Shom lives in and conducts her business from the top floor of the Golden Lantern, the largest and most luxurious gambling and amusement house-cum-hotel in startown. She maintains a large and efficient "police force" of thugs who make sure debts are collected, order is maintained in her establishments, and that rivals are kept out. Planetary law enforcement officials generally turn a blind eye to her activities. Mother Shom and

her associates have kept startown relatively free of violent crime and dangerous drugs (both are bad for her business in the long run), because she is never directly involved in any major crime, and she has many friends in high places, both on and off planet. To catch and convict Mother Shom is the ultimate dream of every law enforcement official on the world.

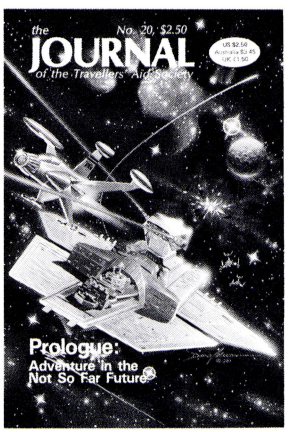
The Imperium has not moved against her because she is careful not to violate Imperial laws.

Mother Shom travels widely, both on and off planet, accompanied by a number of bodyguards and servants. When she is in startown, however, she spends most of her time in her suite atop the Golden Lantern, where she keeps tabs on her operations by means of the extensive communications equipment there.

Although once considered quite beautiful, age and high living have taken their toll, and she now carries more than 100 kgs on her 1.6 meter frame. Mother Shom tries to affect upper-class manners and dress, and succeeds fairly often. She has a violent temper, however, and when provoked will scream and swear like a dockside cargo-handler.

Adventurers may encounter Mother Shom in many circumstances. If in Otoba, they will doubtless patronize one of her establishments, and if they get into fights or otherwise cause trouble, they will soon encounter her "police." Mother Shom's organization is a ready market for smuggled luxuries and illegal drugs. Cheating her, however, is almost always fatal (and never a good idea). Mother Shom may show up in an adventure as a patron hiring characters as debt collectors, enforcers, spies, go-betweens, or for other quasi-legal or extra-legal activities (although she is seldom directly involved in the initial stages of contact).

—Terry McInnes



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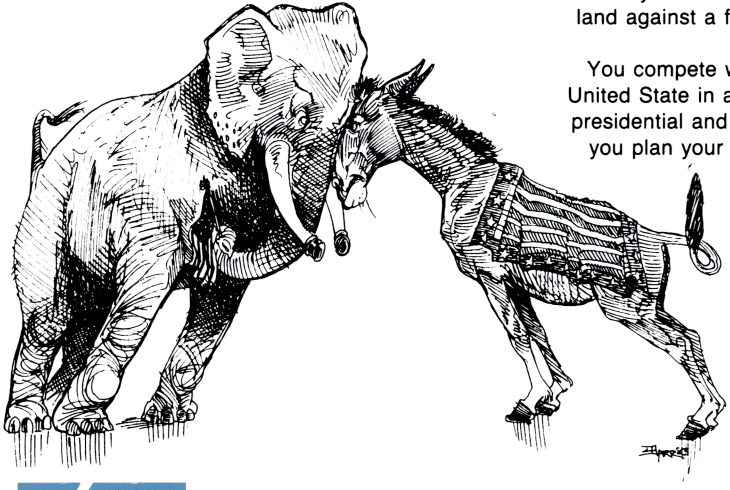

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